Business Model

Figure 1

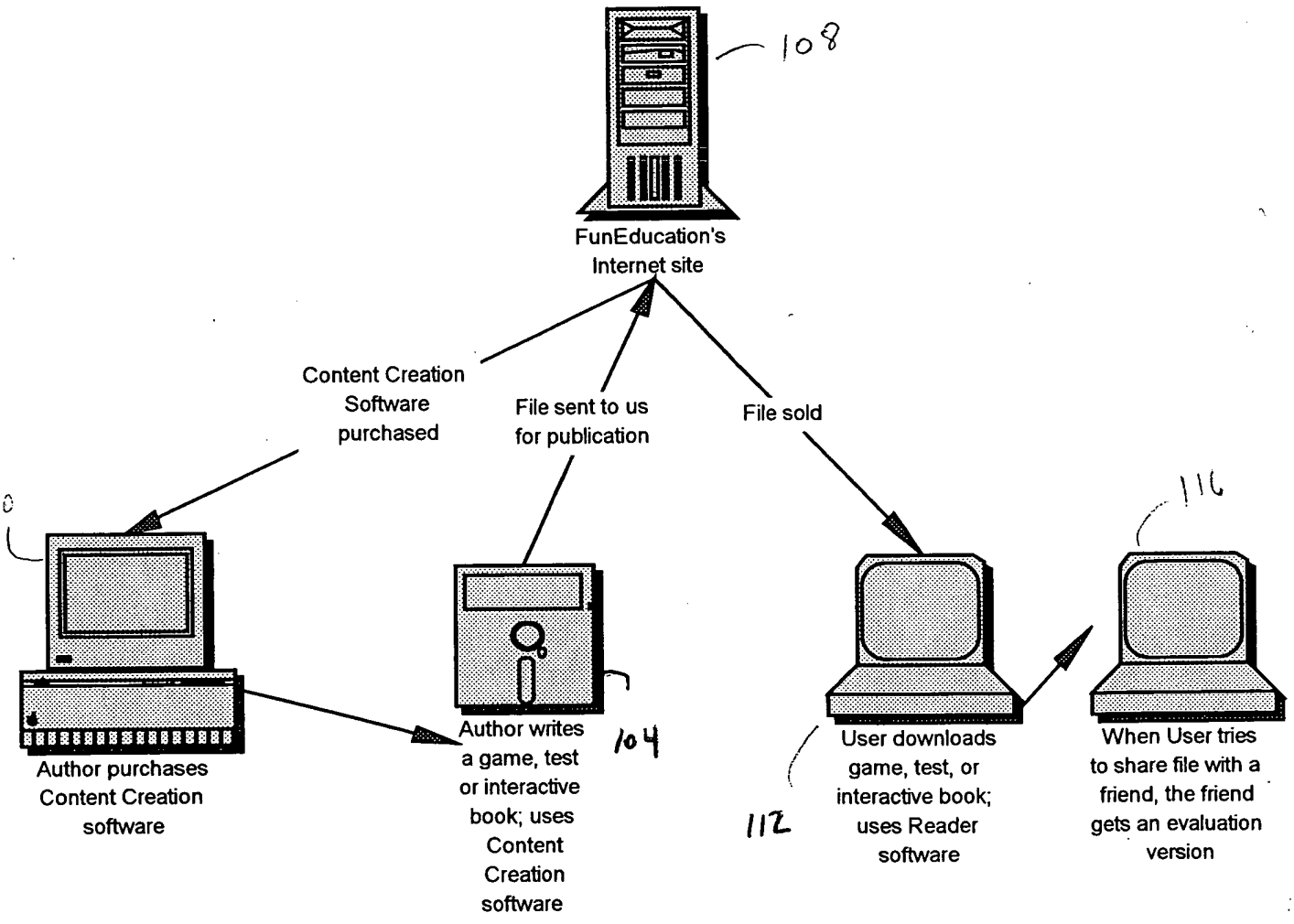


Figure 2

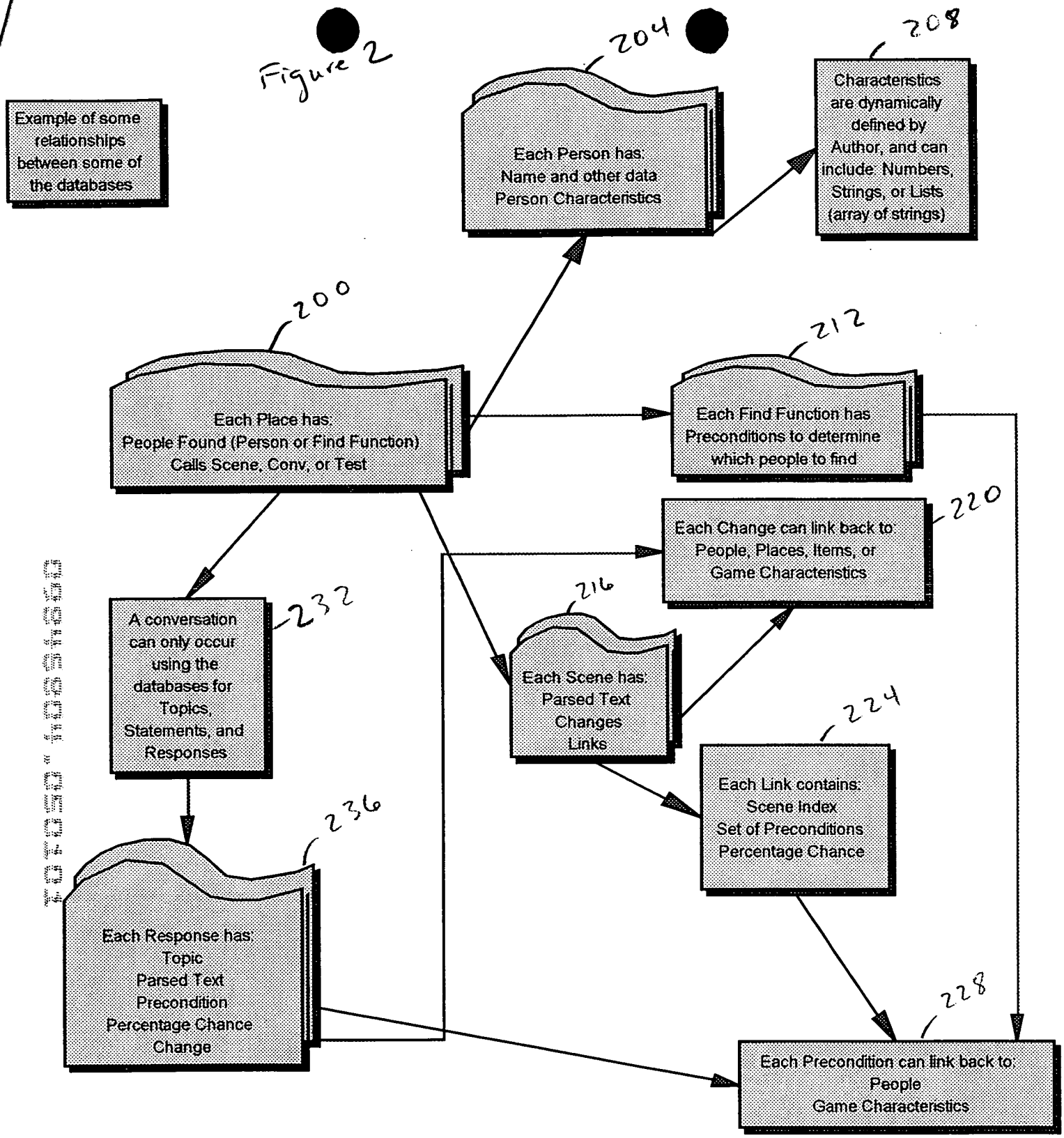
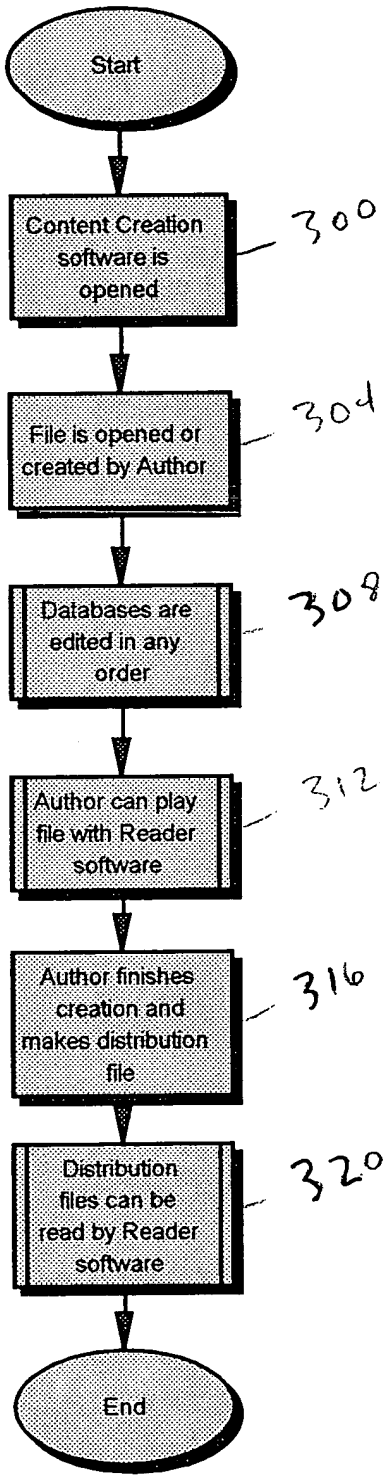

Example of some relationships between some of the databases
204
Each Person has:
Name and other data
Person Characteristics
208
Characteristics are dynamically defined by Author, and can include: Numbers, Strings, or Lists (array of strings)
200
Each Place has:
People Found (Person or Find Function)
Calls Scene, Conv, or Test
212
Each Find Function has
Preconditions to determine which people to find
220
Each Change can link back to:
People, Places, Items, or Game Characteristics
232
A conversation can only occur using the databases for Topics, Statements, and Responses
216
Each Scene has:
Parsed Text
Changes
Links
224
Each Link contains:
Scene Index
Set of Preconditions
Percentage Chance
236
Each Response has:
Topic
Parsed Text
Precondition
Percentage Chance
Change
228
Each Precondition can link back to:
People
Game Characteristics

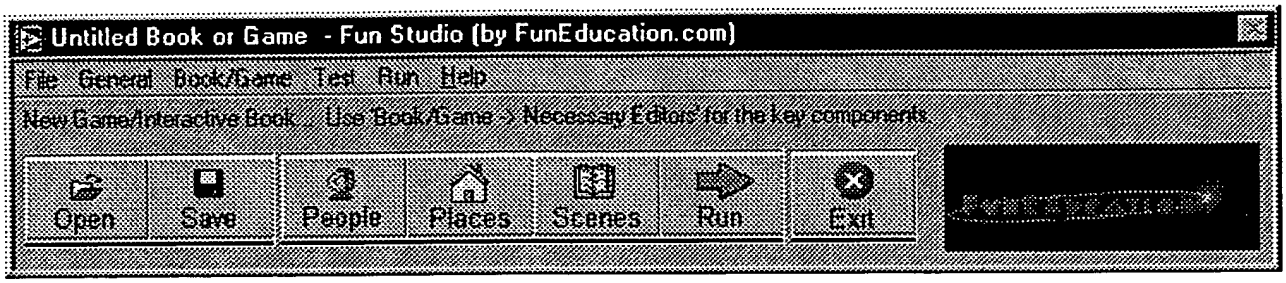
Figure 3


Start
Content Creation software is opened
300
File is opened or created by Author
304
Databases are edited in any order
308
Author can play file with Reader software
312
Author finishes creation and makes distribution file
316
Distribution files can be read by Reader software
320
End

Two views of the Writer software.

The top view is for making an interactive book or game. The menu bars are all active, and the toolbar changes to display People, Places, Scenes, and Run.

Figure 4



The bottom view is for making a simple test. The toolbar changes for a test view.

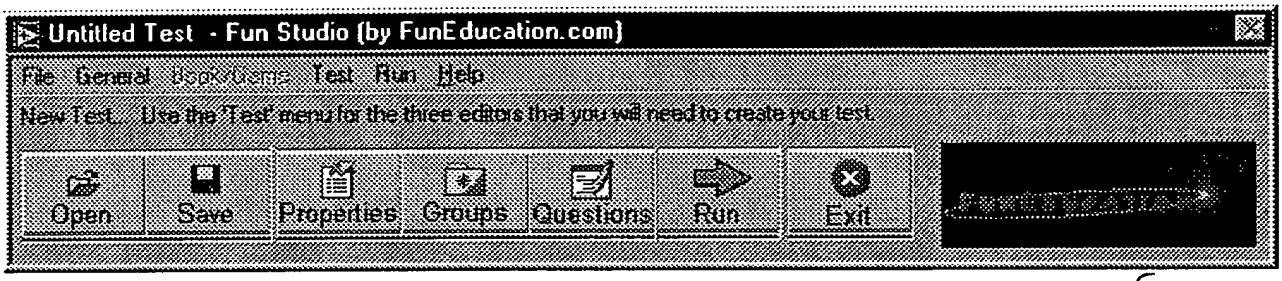
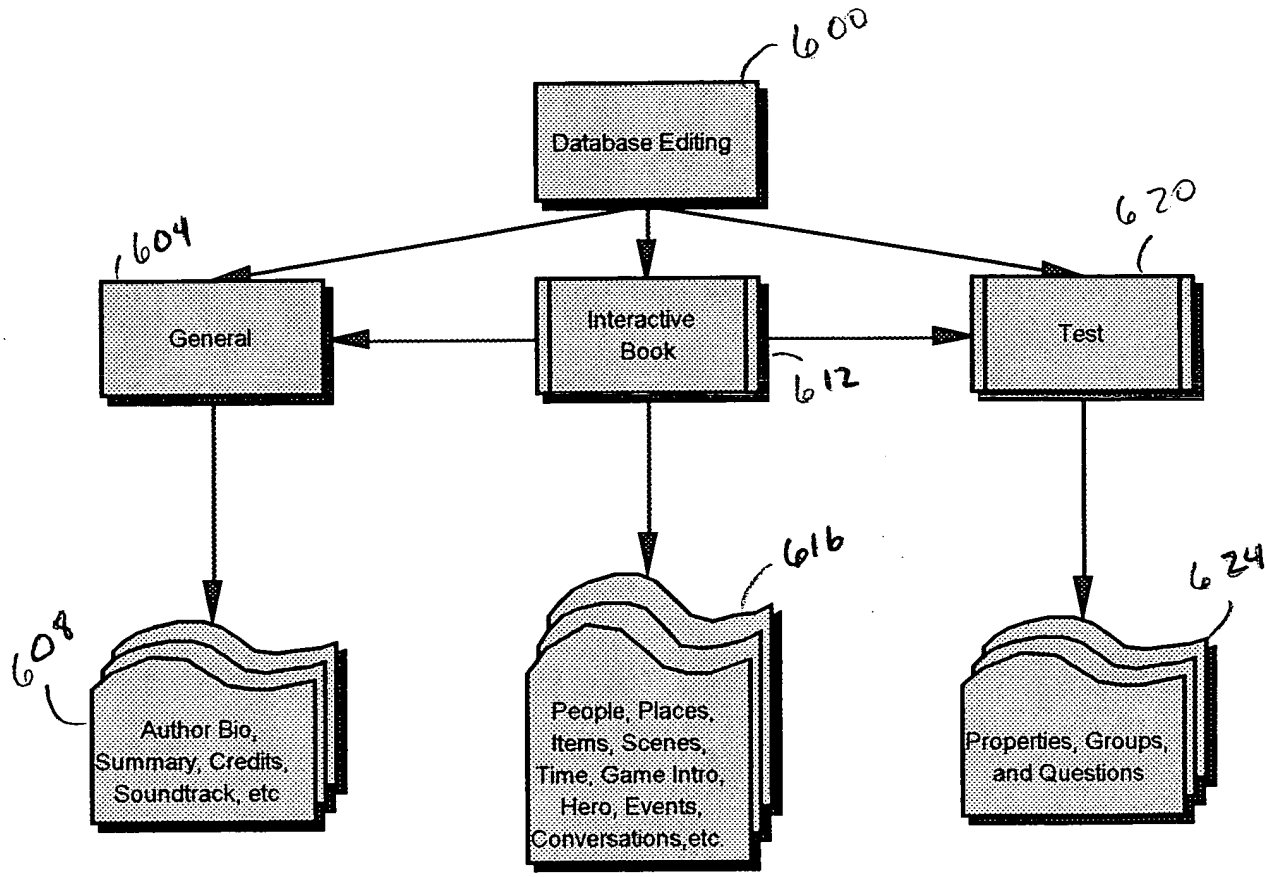


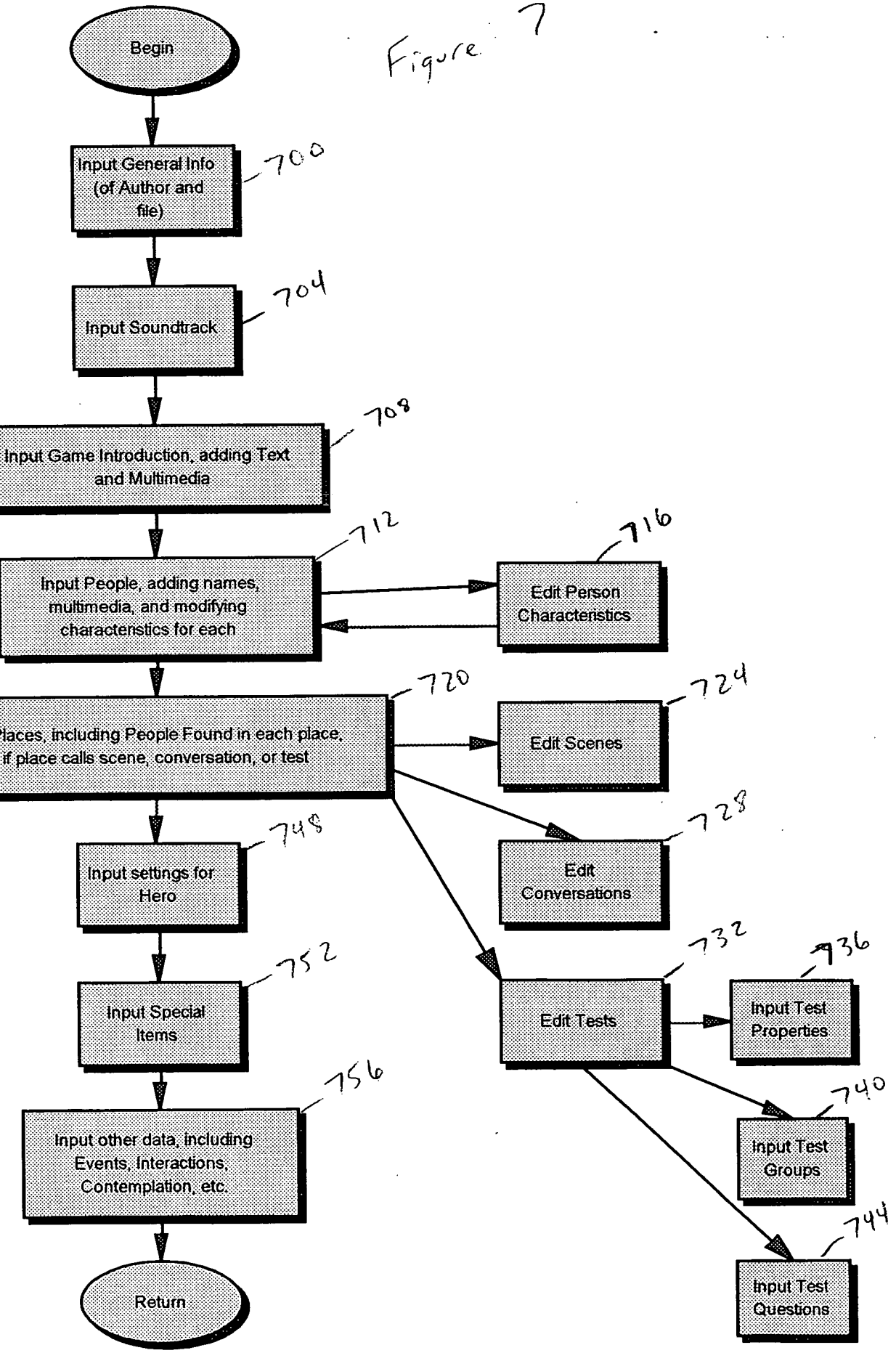
Figure 5

Figure 6


600
Database Editing
604
General
Interactive Book
612
620
Test
608
Author Bio, Summary, Credits, Soundtrack, etc
616
People, Places, Items, Scenes, Time, Game Intro, Hero, Events, Conversations,etc
624
Properties, Groups, and Questions

Content Authoring Process: one example

Figure 7



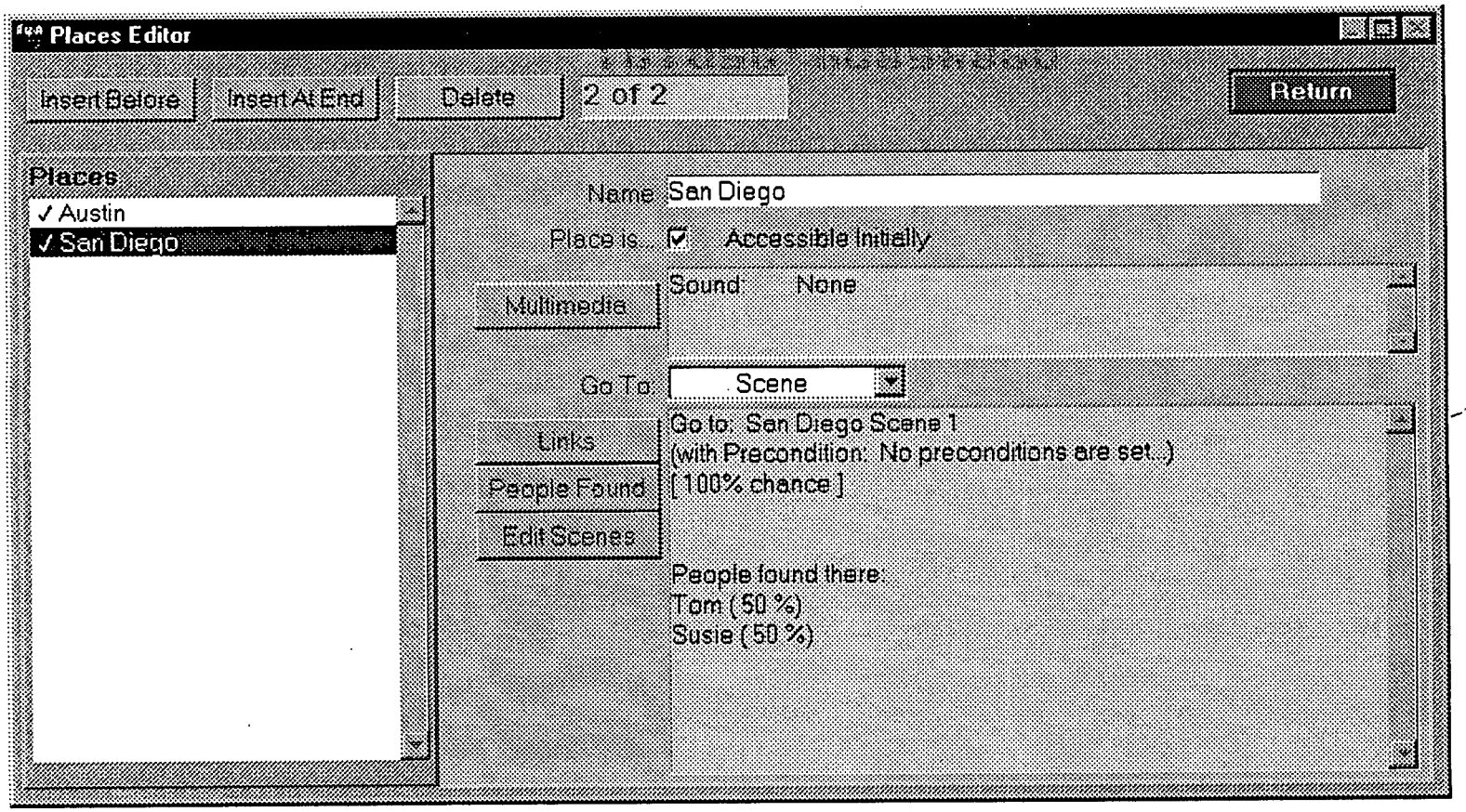

Places Editor
Insert Before
Insert At End
Delete
2 of 2
Return
Places
✓ Austin
✓ San Diego
Name: San Diego
Place is: Accessible Initially
Multimedia
Sound: None
Go To: Scene
Links
People Found
Edit Scenes
Go to: San Diego Scene 1
(with Precondition: No preconditions are set...)
[100% chance]
People found there:
Tom (50 %)
Susie (50 %)

Figure 8

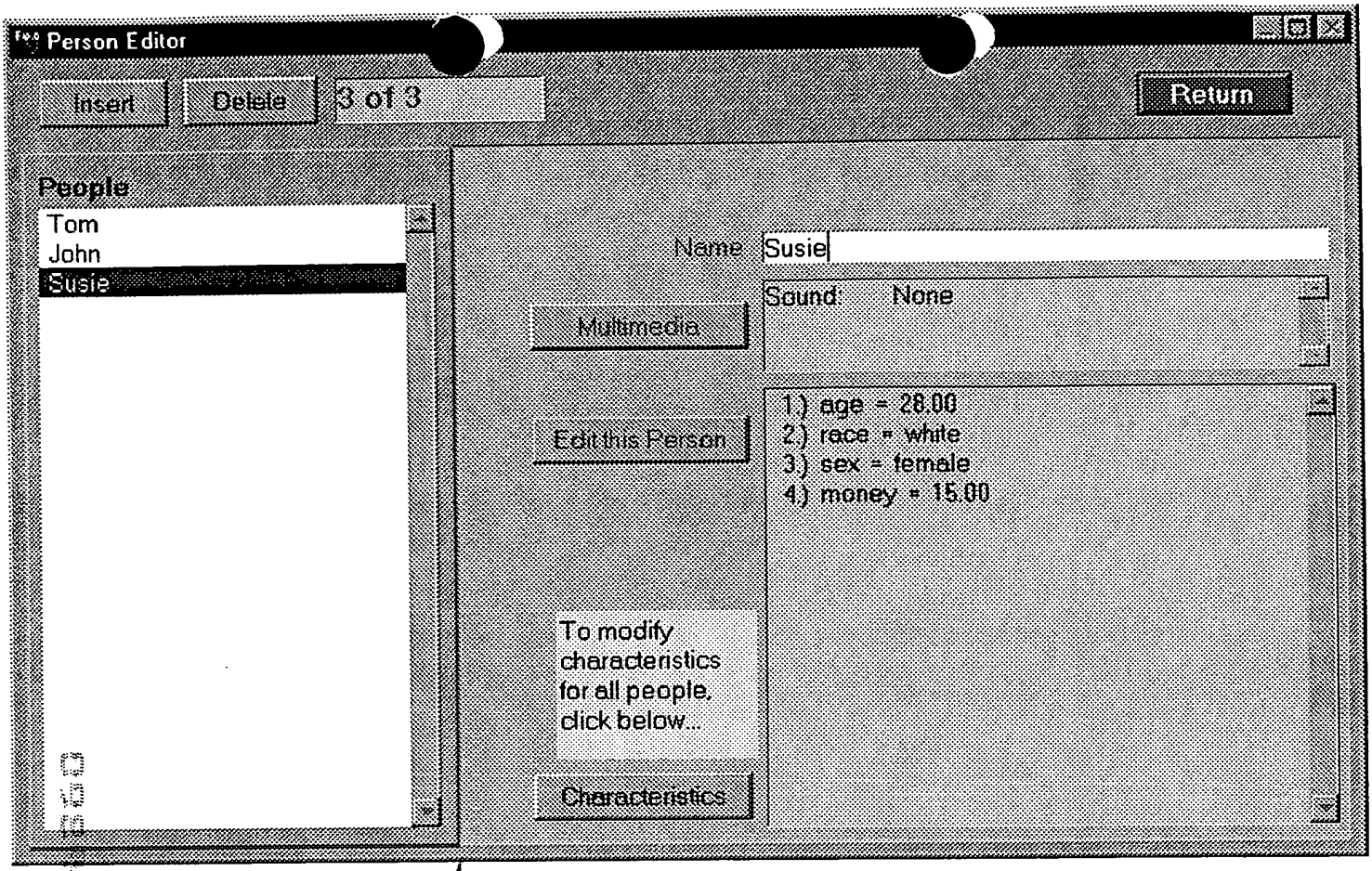
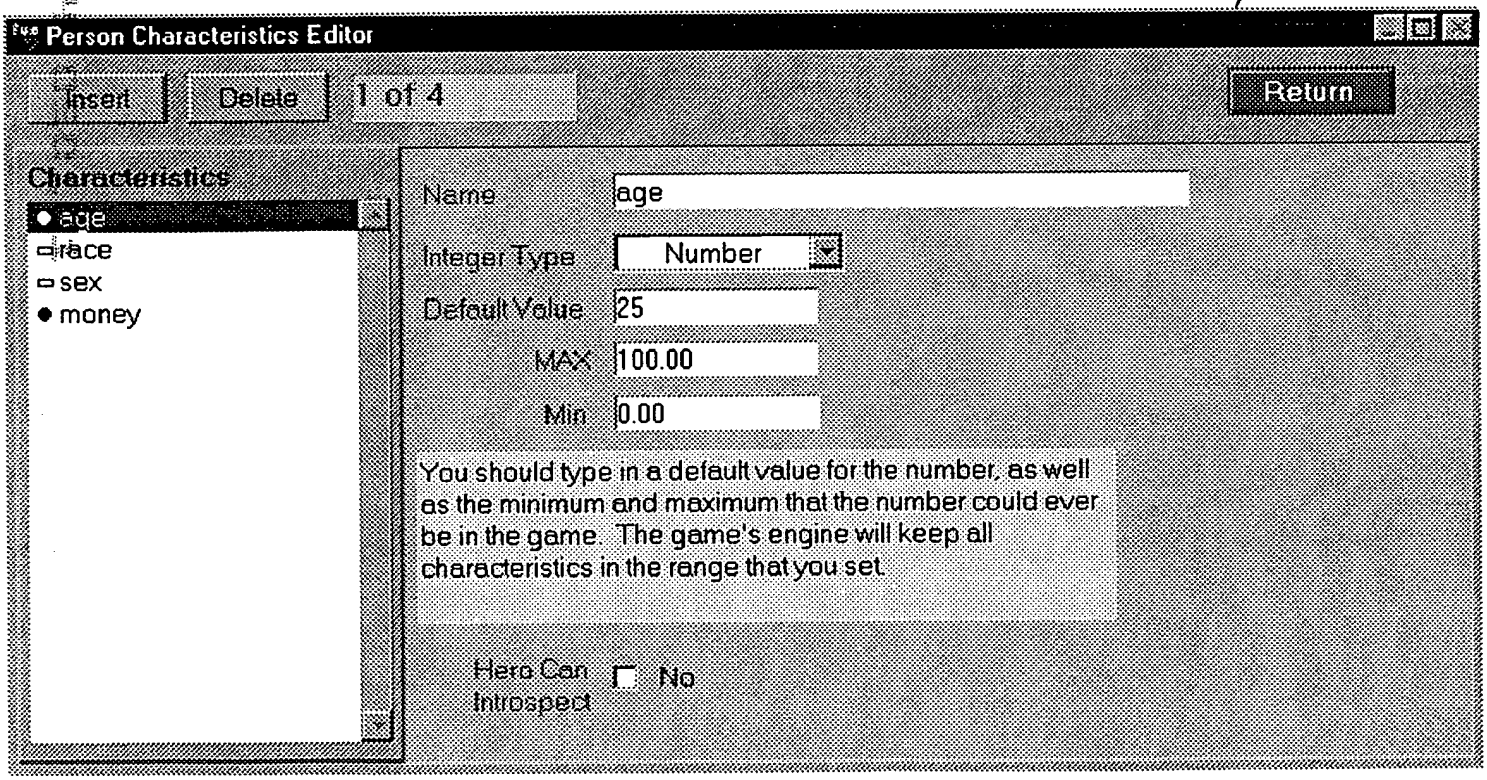


Figure 9

Figure 10



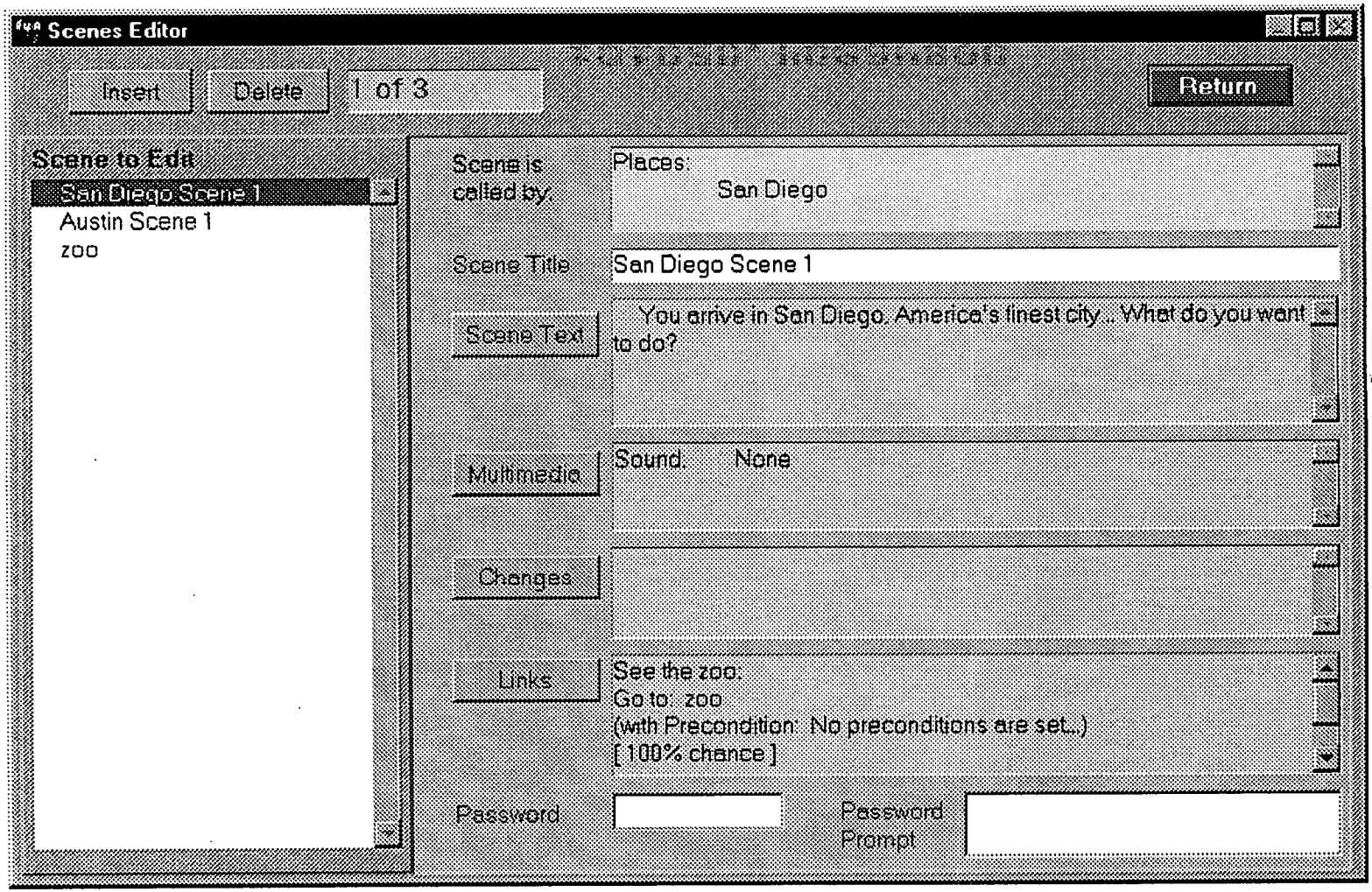

Scenes Editor
Insert
Delete
1 of 3
Return
Scene to Edit
San Diego Scene 1
Austin Scene 1
zoo
Scene is called by:
Places:
San Diego
Scene Title
San Diego Scene 1
Scene Text
You arrive in San Diego, America's finest city.. What do you want to do?
Multimedia
Sound: None
Changes
Links
See the zoo.
Go to: zoo
(with Precondition: No preconditions are set..)
[100% chance]
Password
Password Prompt

Figure 11

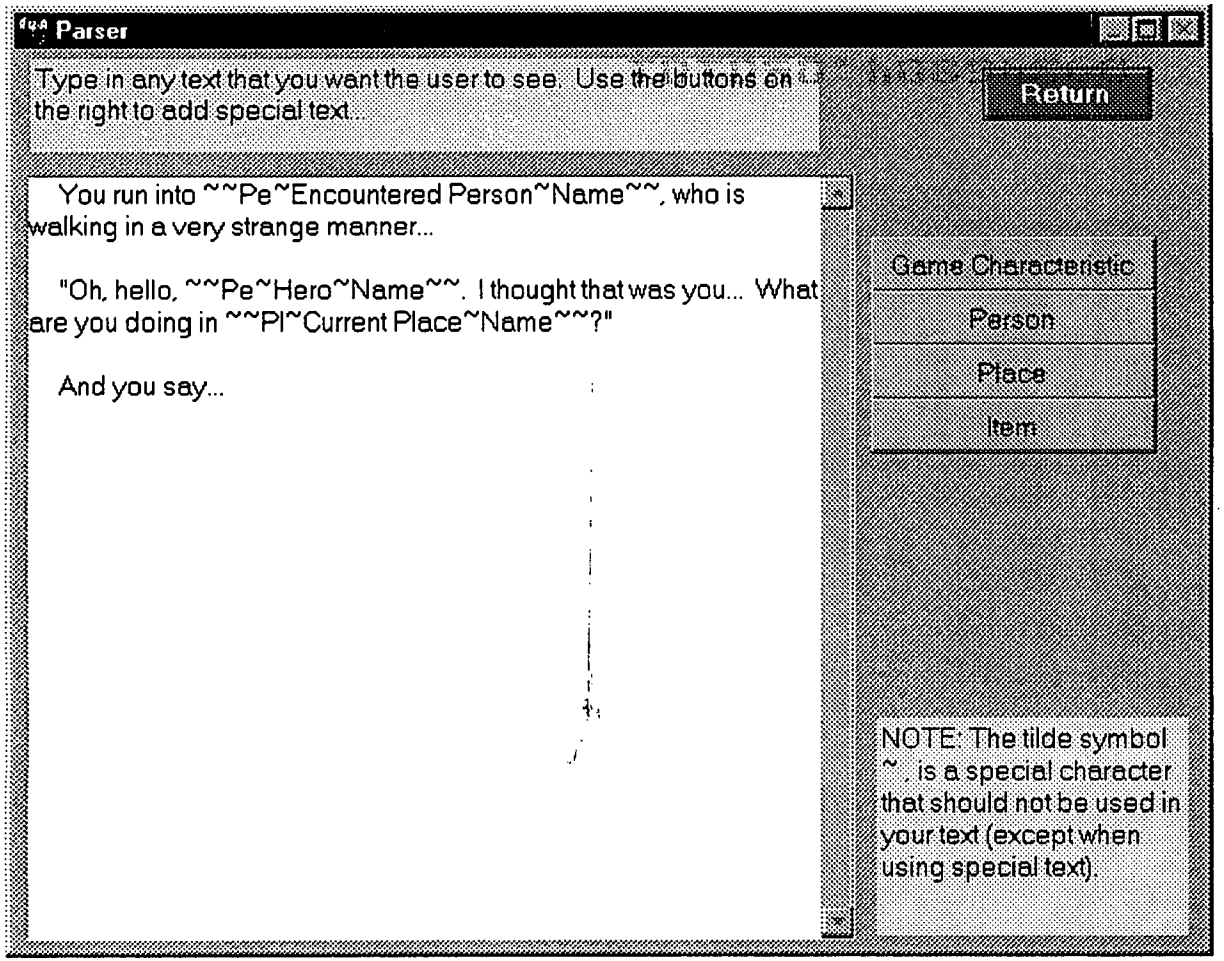

Parser
Type in any text that you want the user to see. Use the buttons on the right to add special text.
Return
You run into ~~Pe~Encountered Person~Name~~, who is walking in a very strange manner...
"Oh, hello, ~~Pe~Hero~Name~~. I thought that was you... What are you doing in ~~Pl~Current Place~Name~~?"
And you say...
Game Characteristic
Person
Place
Item
NOTE: The tilde symbol ~ is a special character that should not be used in your text (except when using special text).

Figure 72

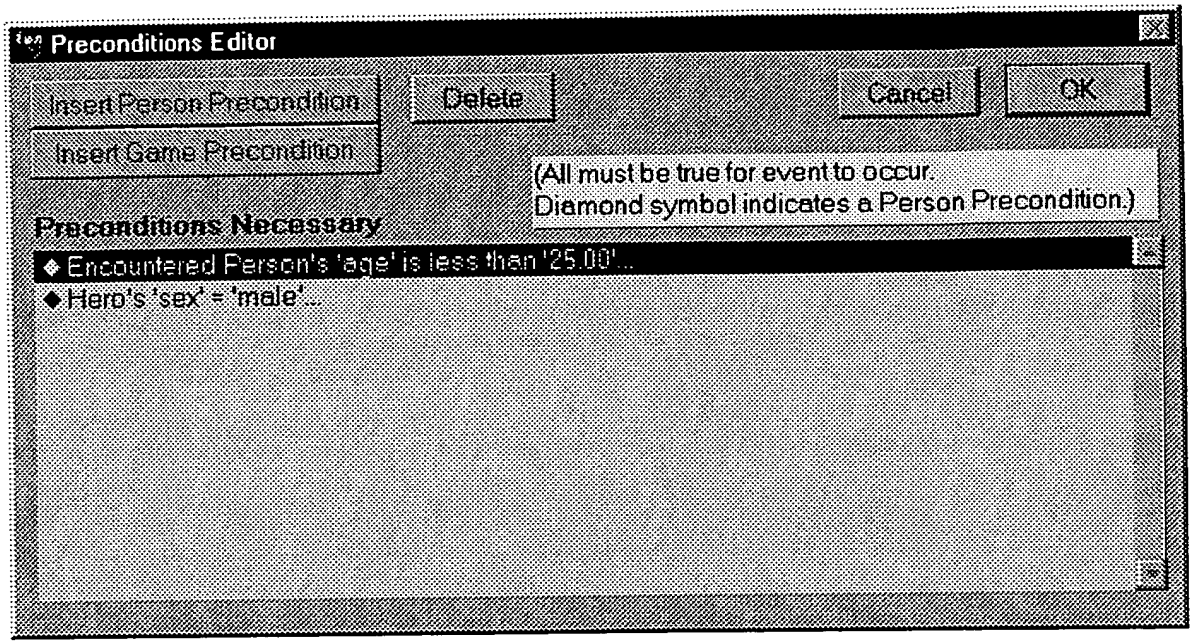


Figure 13

The top screenshot shows how the user can create a set of preconditions. The bottom one shows how each precondition is made. All information for the preconditions is pulled automatically from the appropriate databases.

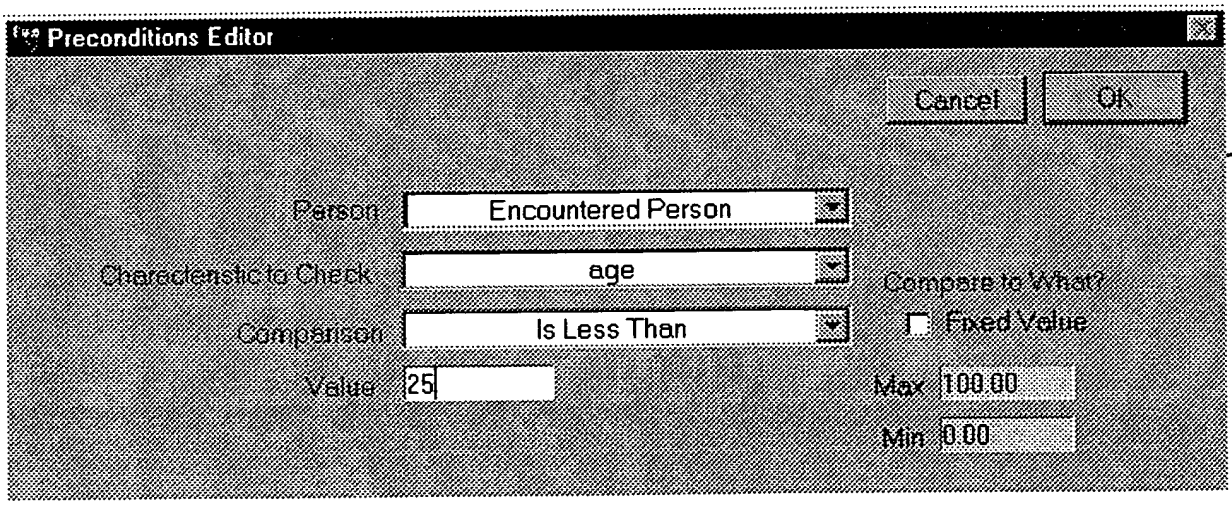


Figure 14

Reader High Level

Figure 15

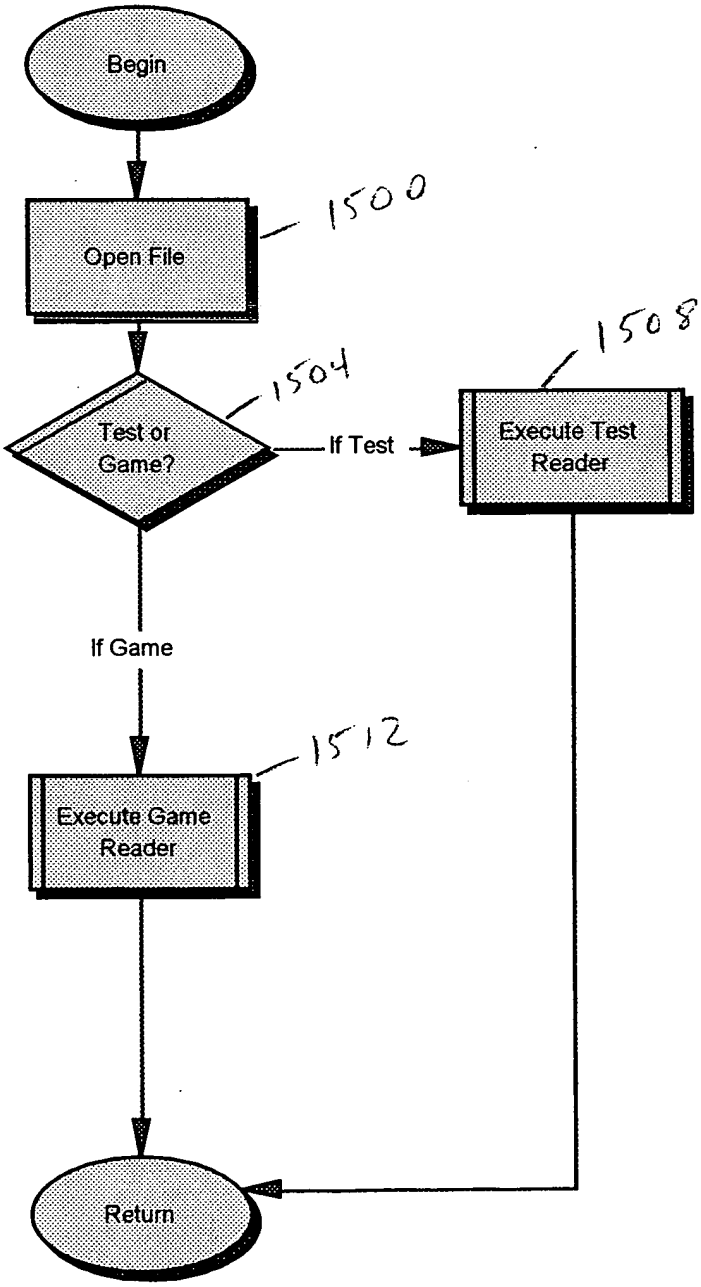
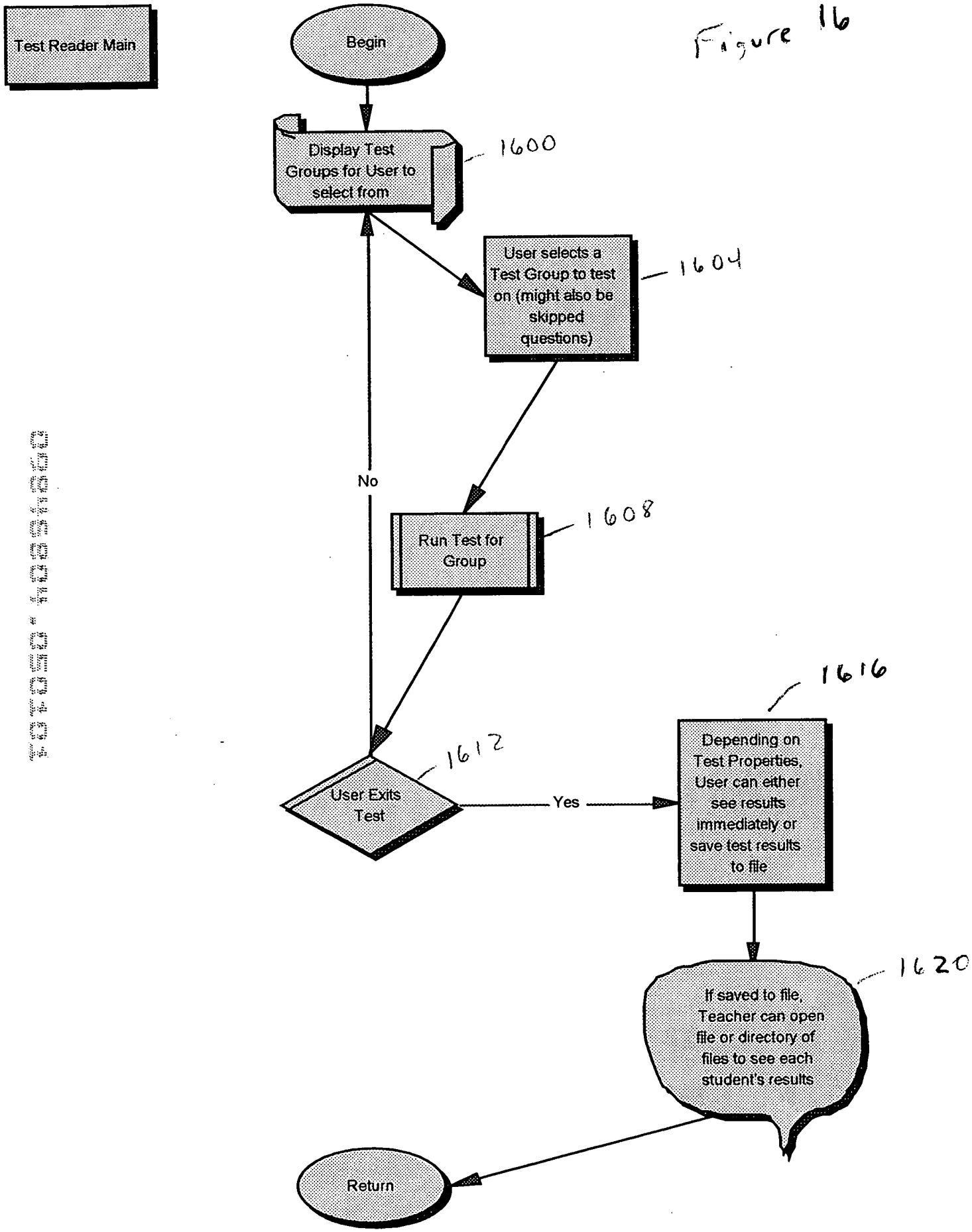


Figure 16


Test Reader Main
Begin
Display Test Groups for User to select from
1600
User selects a Test Group to test on (might also be skipped questions)
1604
No
Run Test for Group
1608
1616
1612
User Exits Test
Yes
Depending on Test Properties, User can either see results immediately or save test results to file
If saved to file, Teacher can open file or directory of files to see each student's results
1620
Return

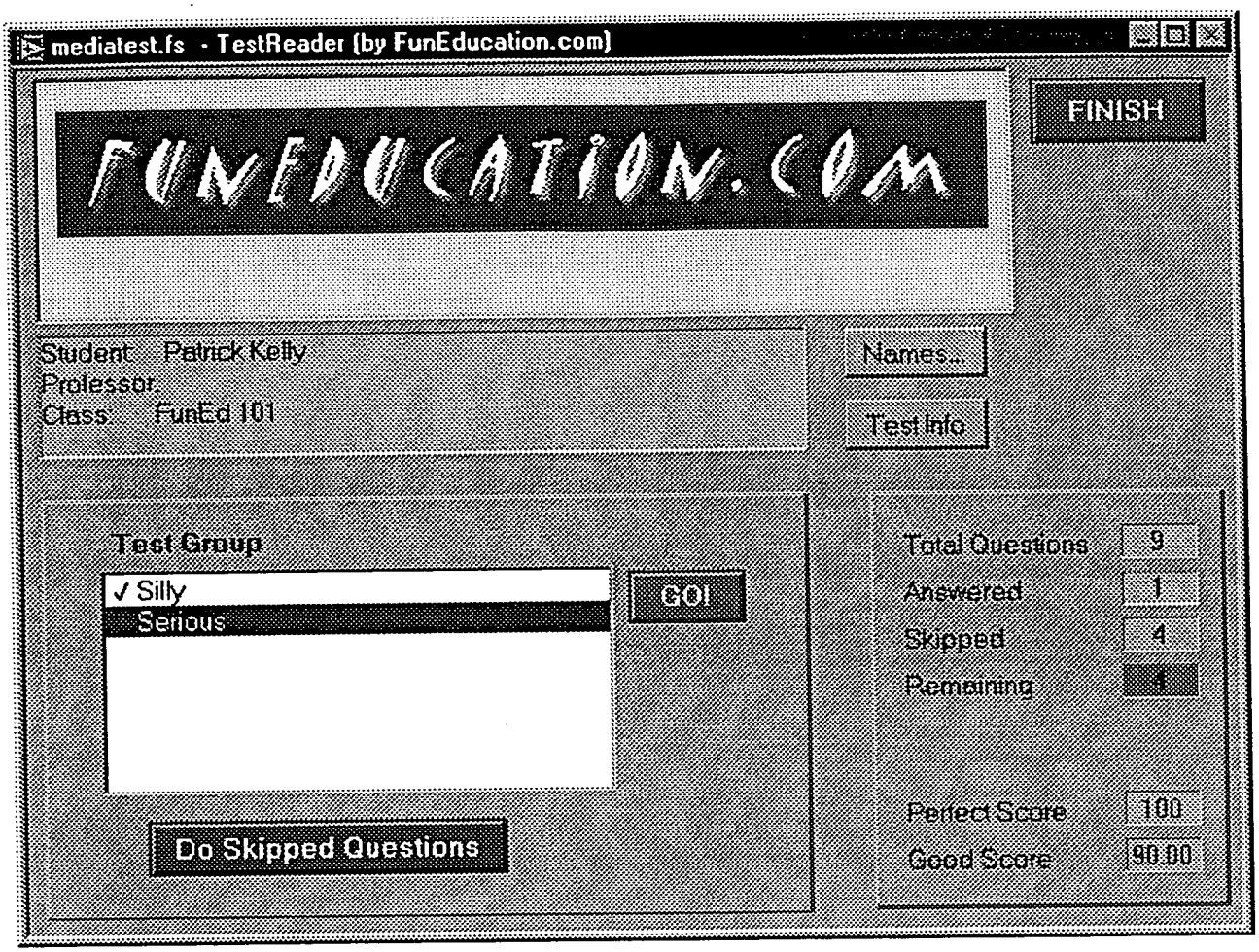
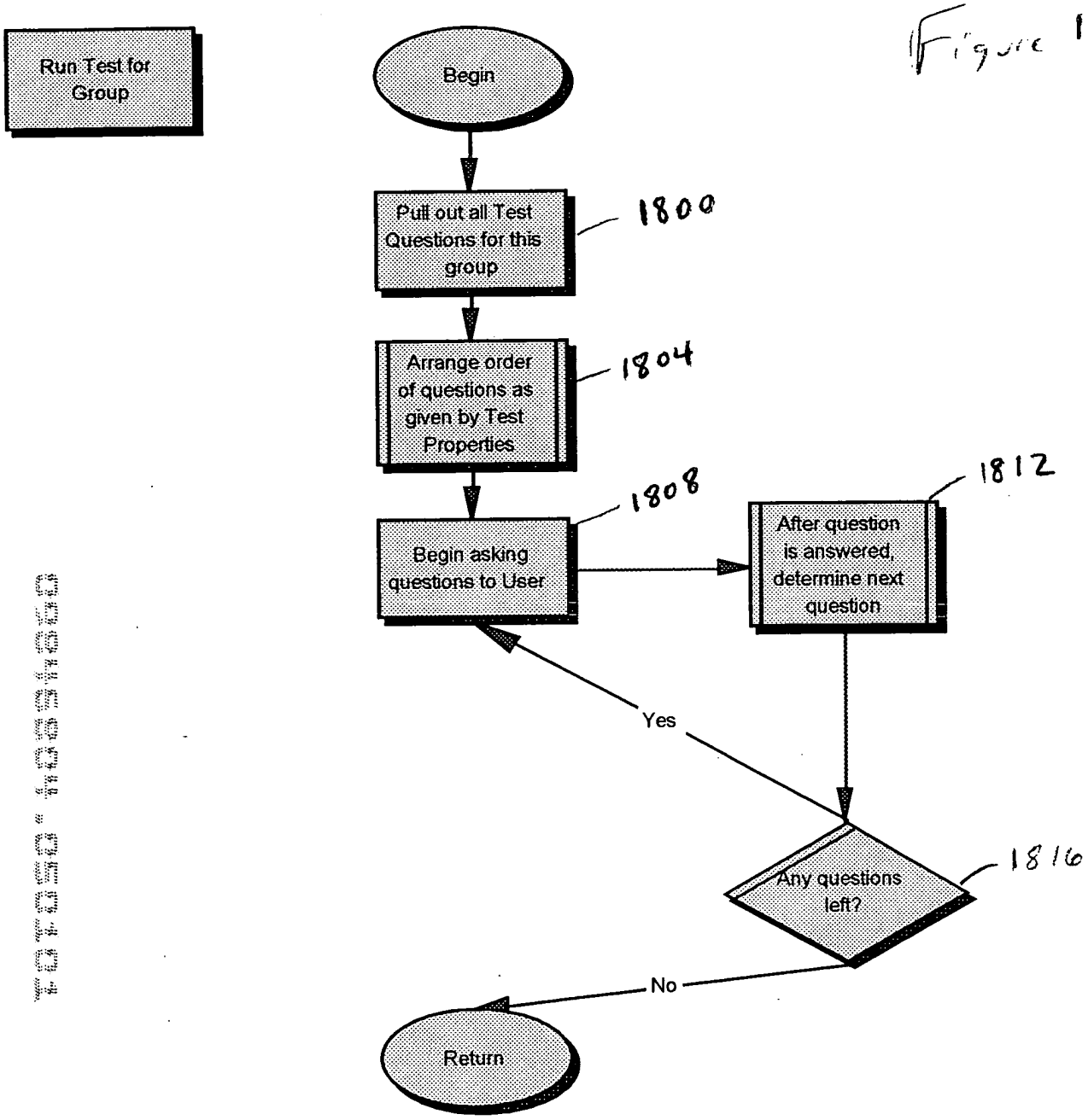

mediatest.fs - TestReader (by FunEducation.com)
FUNEDUCATION.COM
FINISH
Student: Patrick Kelly
Professor:
Class: FunEd 101
Names...
Test Info
Test Group
✓ Silly
Serious
GO!
Do Skipped Questions
Total Questions 9
Answered 1
Skipped 4
Remaining 4
Perfect Score 100
Good Score 90.00

Figure 17

Figure 18



09245034 - 052404

Figure 19

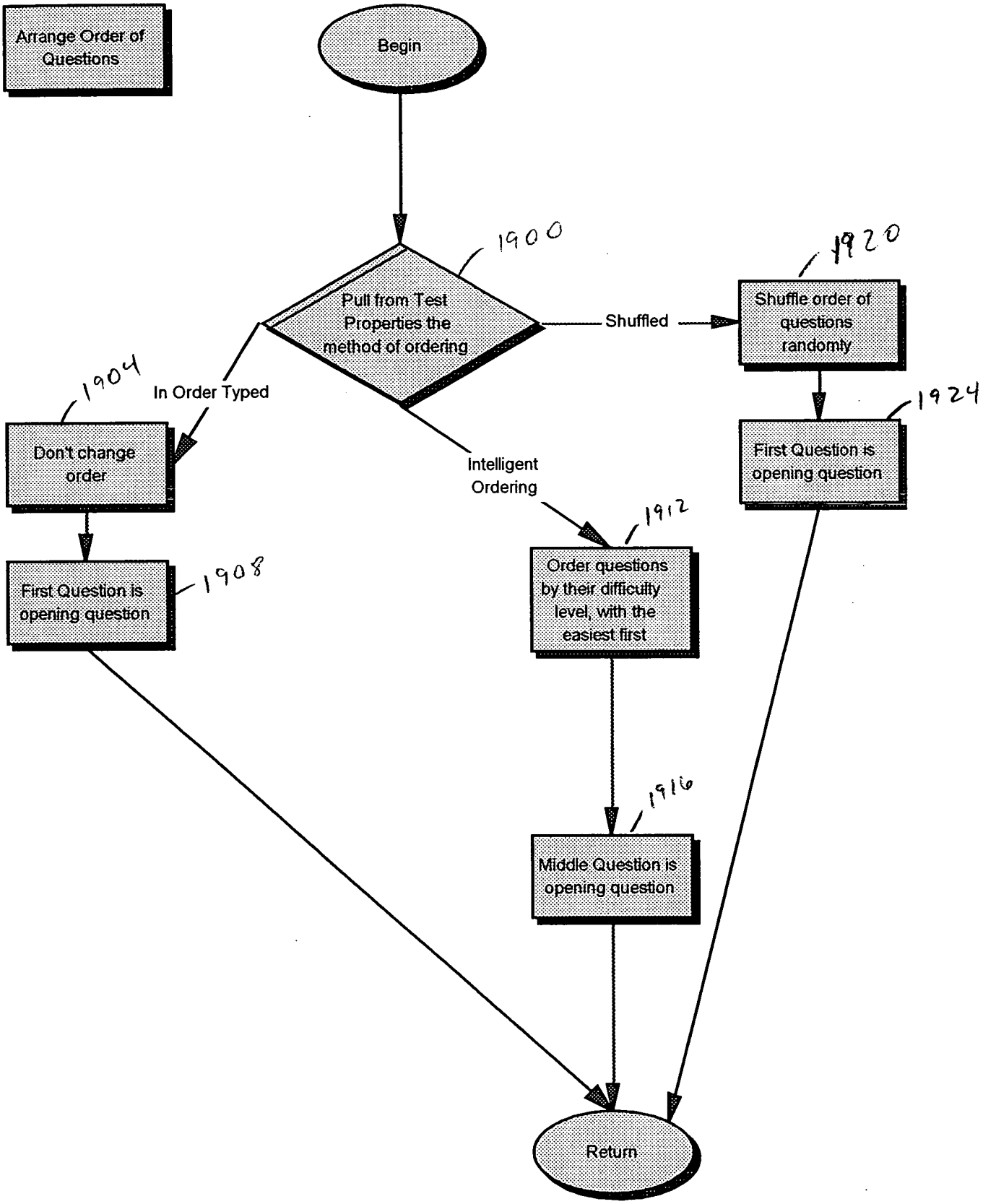
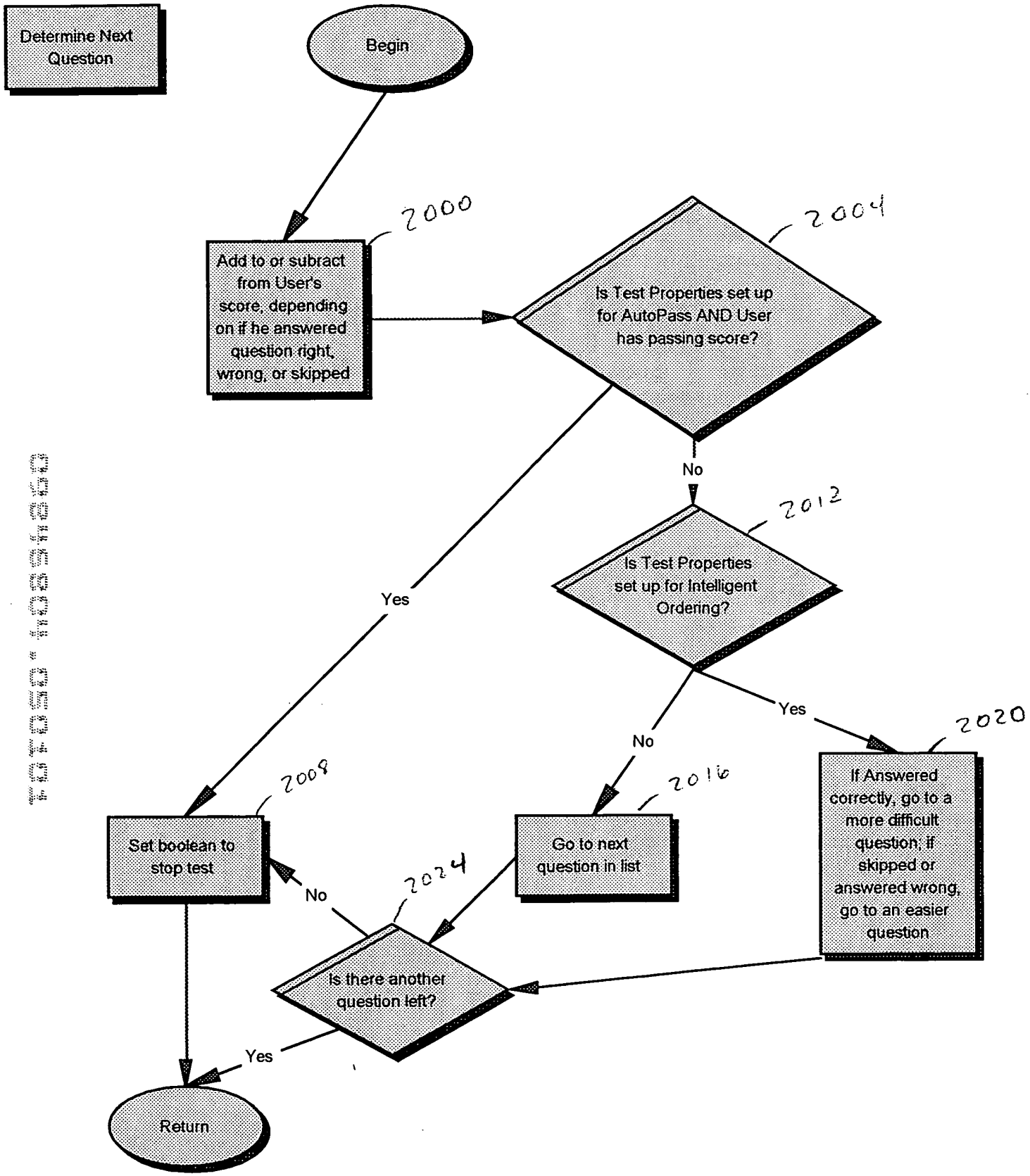
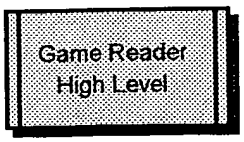

Arrange Order of Questions
Begin
1900
Pull from Test Properties the method of ordering
Shuffled
1920
Shuffle order of questions randomly
1924
First Question is opening question
In Order Typed
1904
Don't change order
Intelligent Ordering
1912
Order questions by their difficulty level, with the easiest first
1908
First Question is opening question
1916
Middle Question is opening question
Return

Figure 20



05045934 - 05045934

Figure 21


Game Reader
High Level

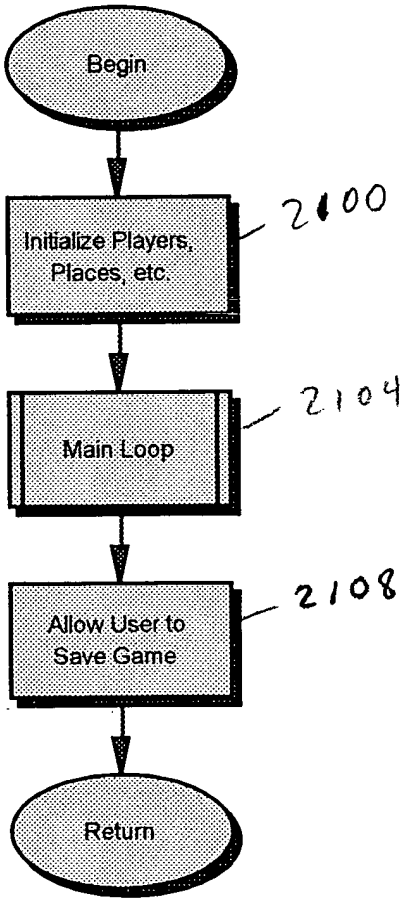
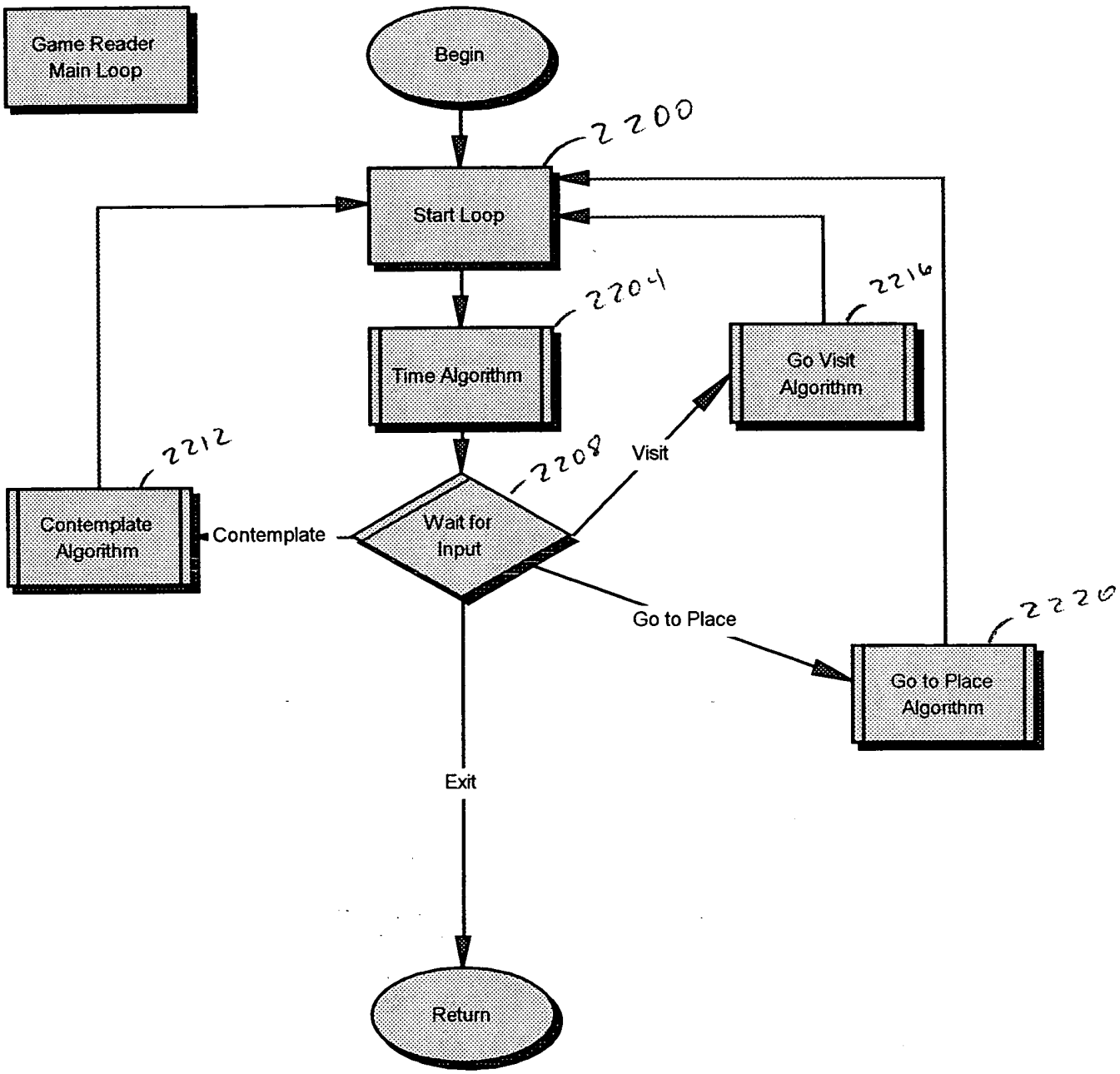

Begin
Initialize Players, Places, etc.
2100
Main Loop
2104
Allow User to Save Game
2108
Return

Figure 22



09965894 - 052703

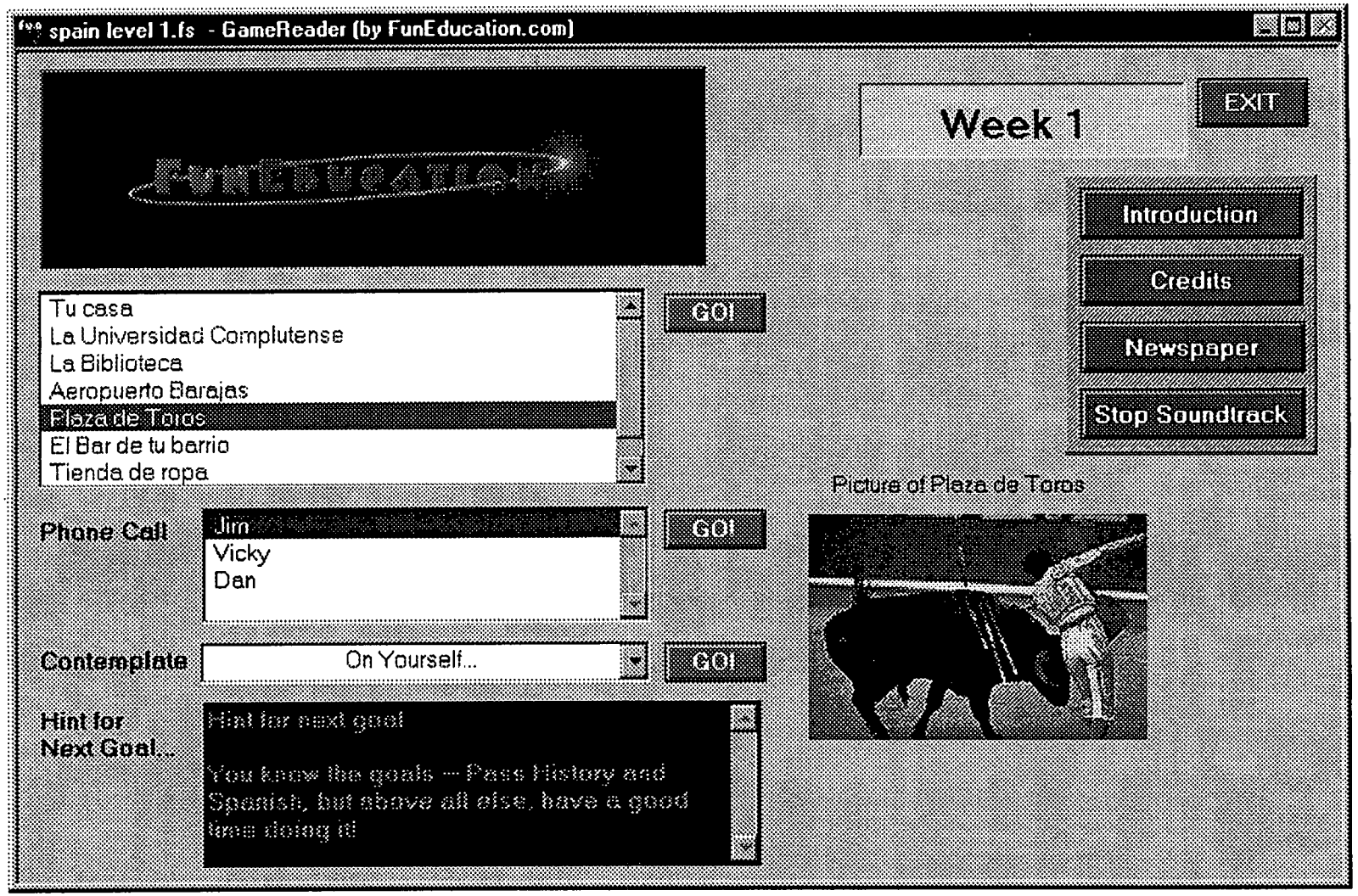

spain level 1.fs - GameReader (by FunEducation.com)
Week 1
EXIT
Introduction
Credits
Newspaper
Stop Soundtrack
Tu casa
La Universidad Complutense
La Biblioteca
Aeropuerto Barajas
Plaza de Toros
El Bar de tu barrio
Tienda de ropa
GO!
Phone Call
Jim
Vicky
Dan
GO!
Contemplate
On Yourself...
GO!
Hint for Next Goal...
Hint for next goal
You know the goals -- Pass History and Spanish, but above all else, have a good time doing it!
Picture of Plaza de Toros

Figure 23

Figure 24

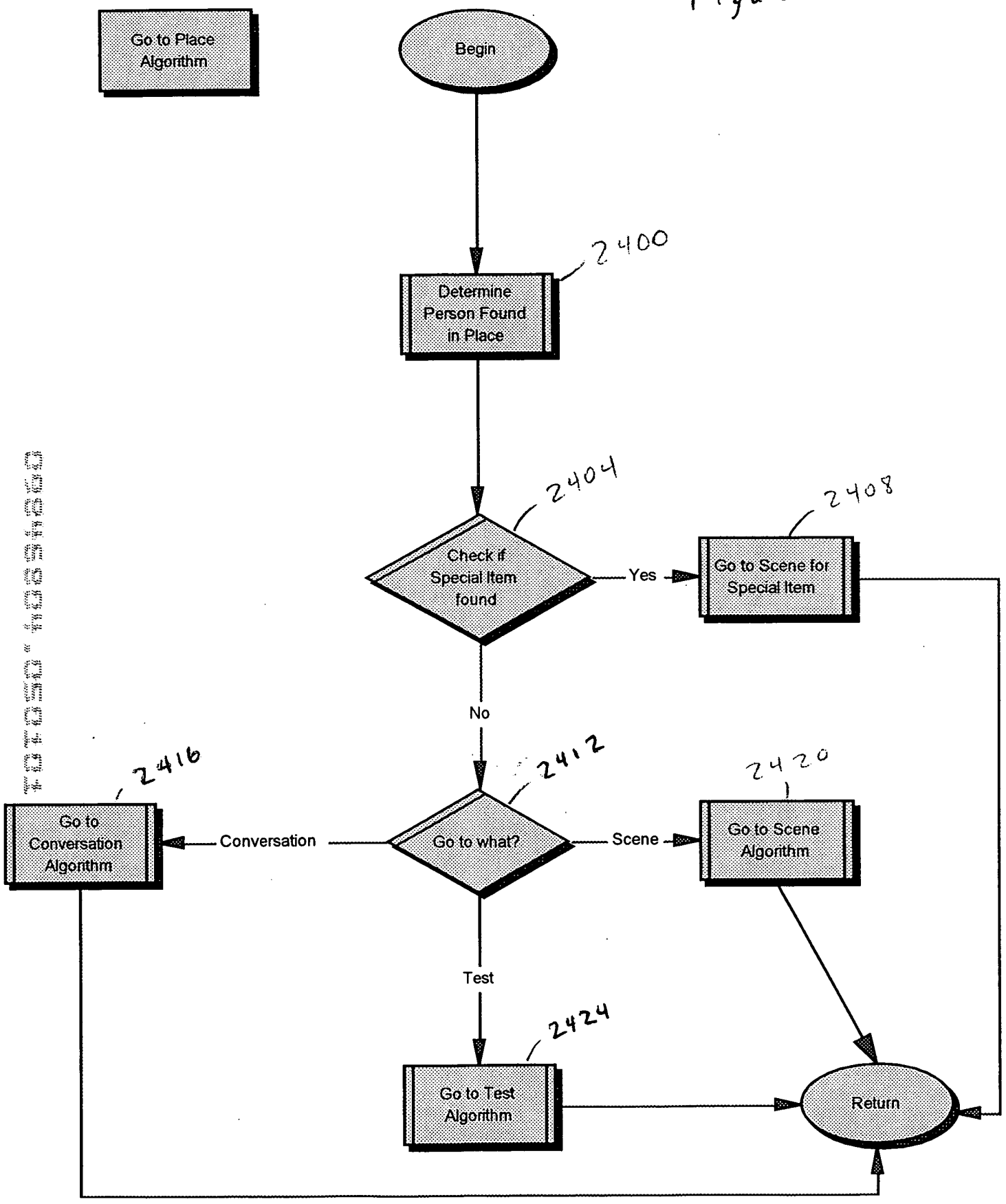

Go to Place Algorithm
Begin
2400
Determine Person Found in Place
2404
Check if Special Item found
Yes
2408
Go to Scene for Special Item
No
2412
Go to what?
Conversation
2416
Go to Conversation Algorithm
Scene
2420
Go to Scene Algorithm
Test
2424
Go to Test Algorithm
Return

Figure 25

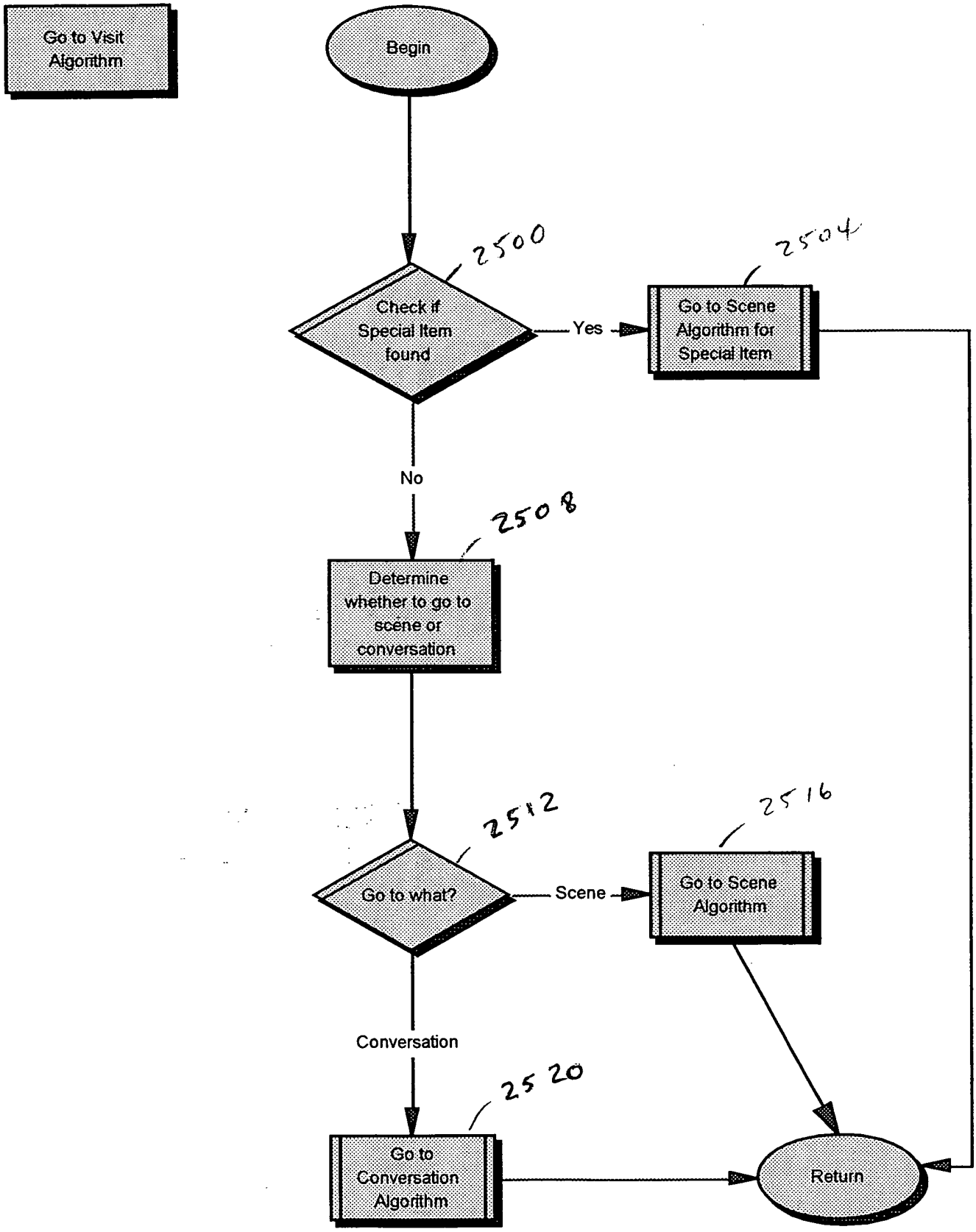

Go to Visit Algorithm
Begin
2500
Check if Special Item found
Yes
2504
Go to Scene Algorithm for Special Item
No
2508
Determine whether to go to scene or conversation
2512
Go to what?
Scene
2516
Go to Scene Algorithm
Conversation
2520
Go to Conversation Algorithm
Return

Figure 26

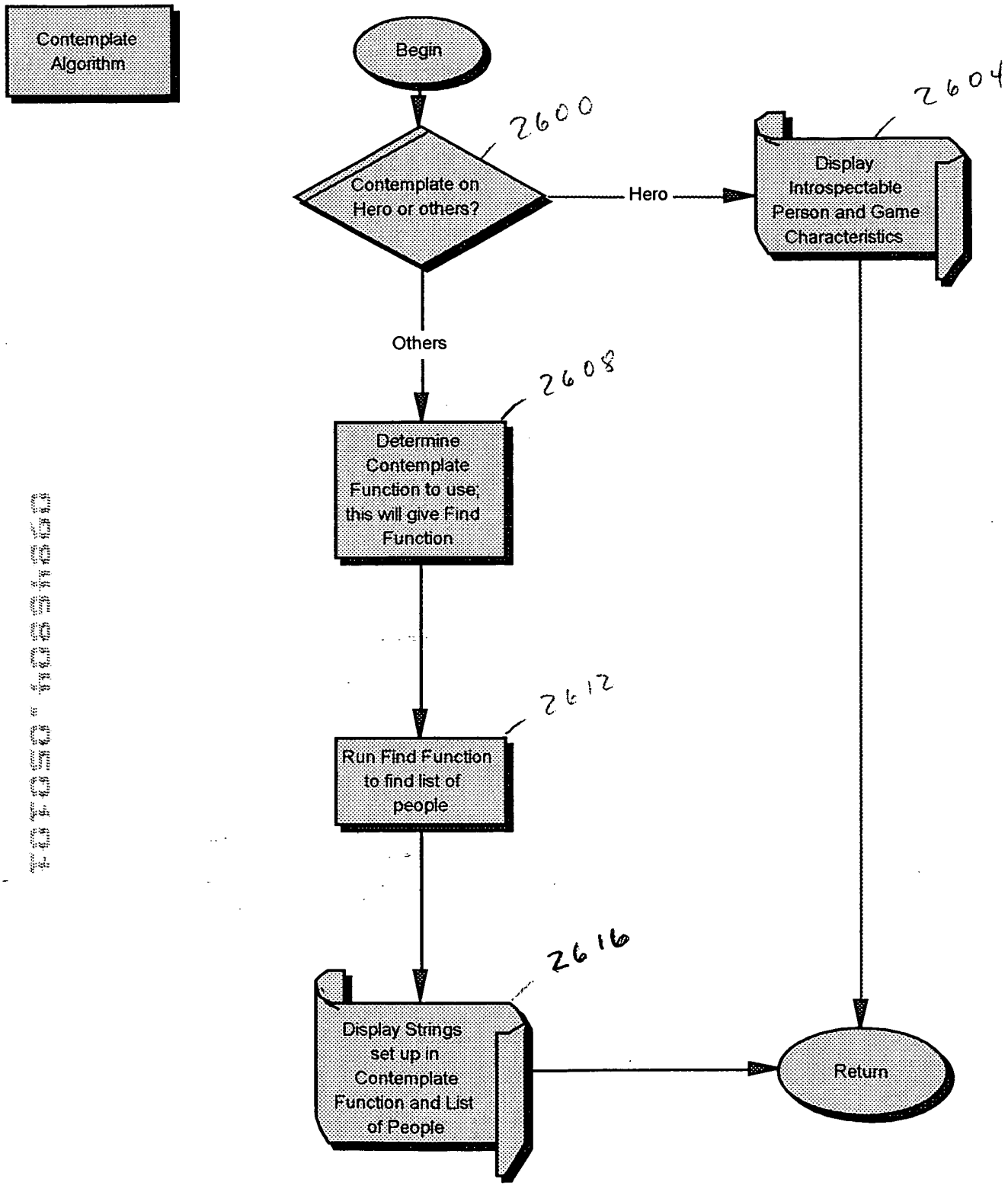
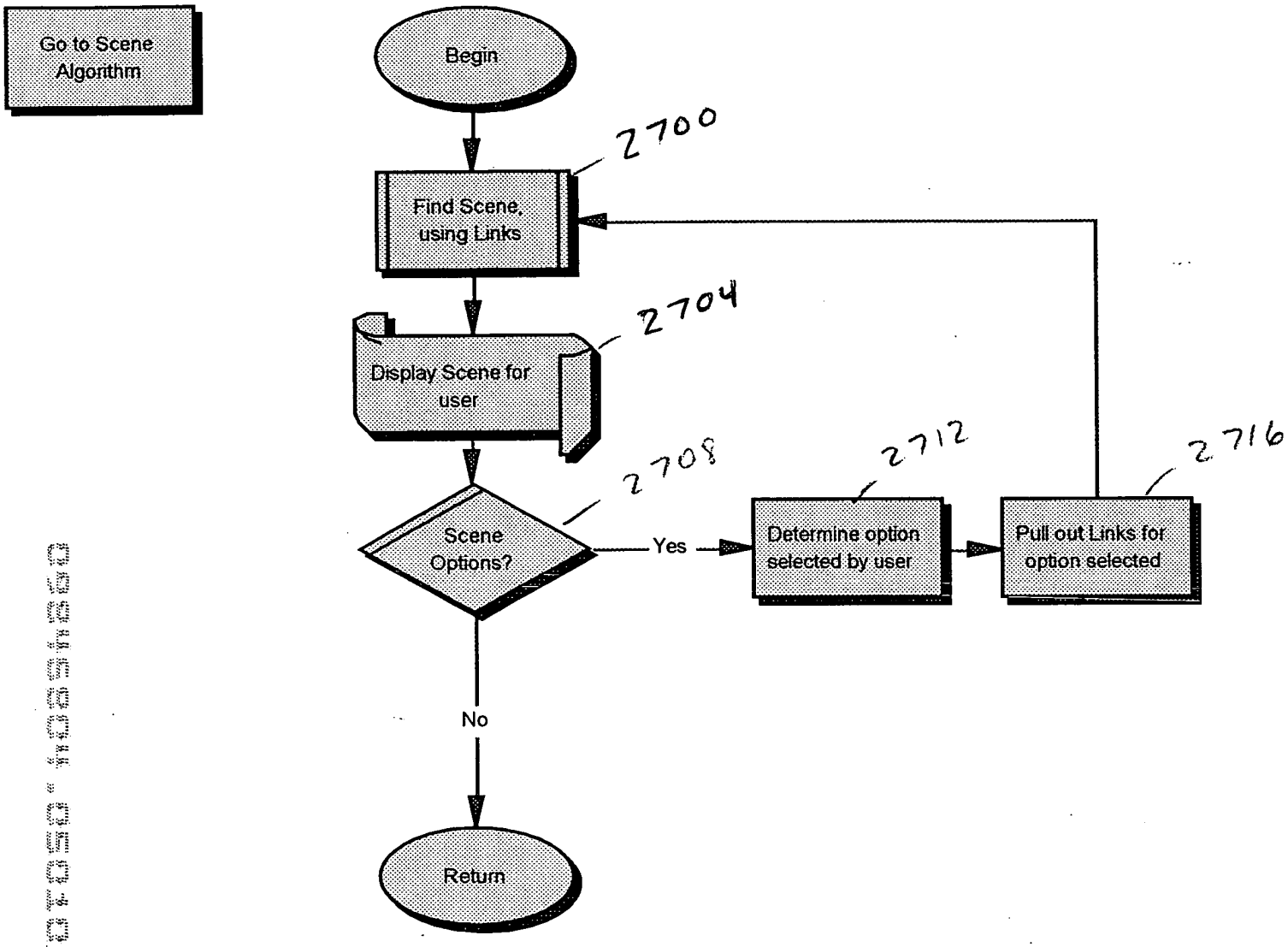

Contemplate Algorithm
Begin
2600
Contemplate on Hero or others?
Hero
2604
Display Introspectable Person and Game Characteristics
Others
2608
Determine Contemplate Function to use, this will give Find Function
2612
Run Find Function to find list of people
2616
Display Strings set up in Contemplate Function and List of People
Return

Figure 27



05505078 - 05074034

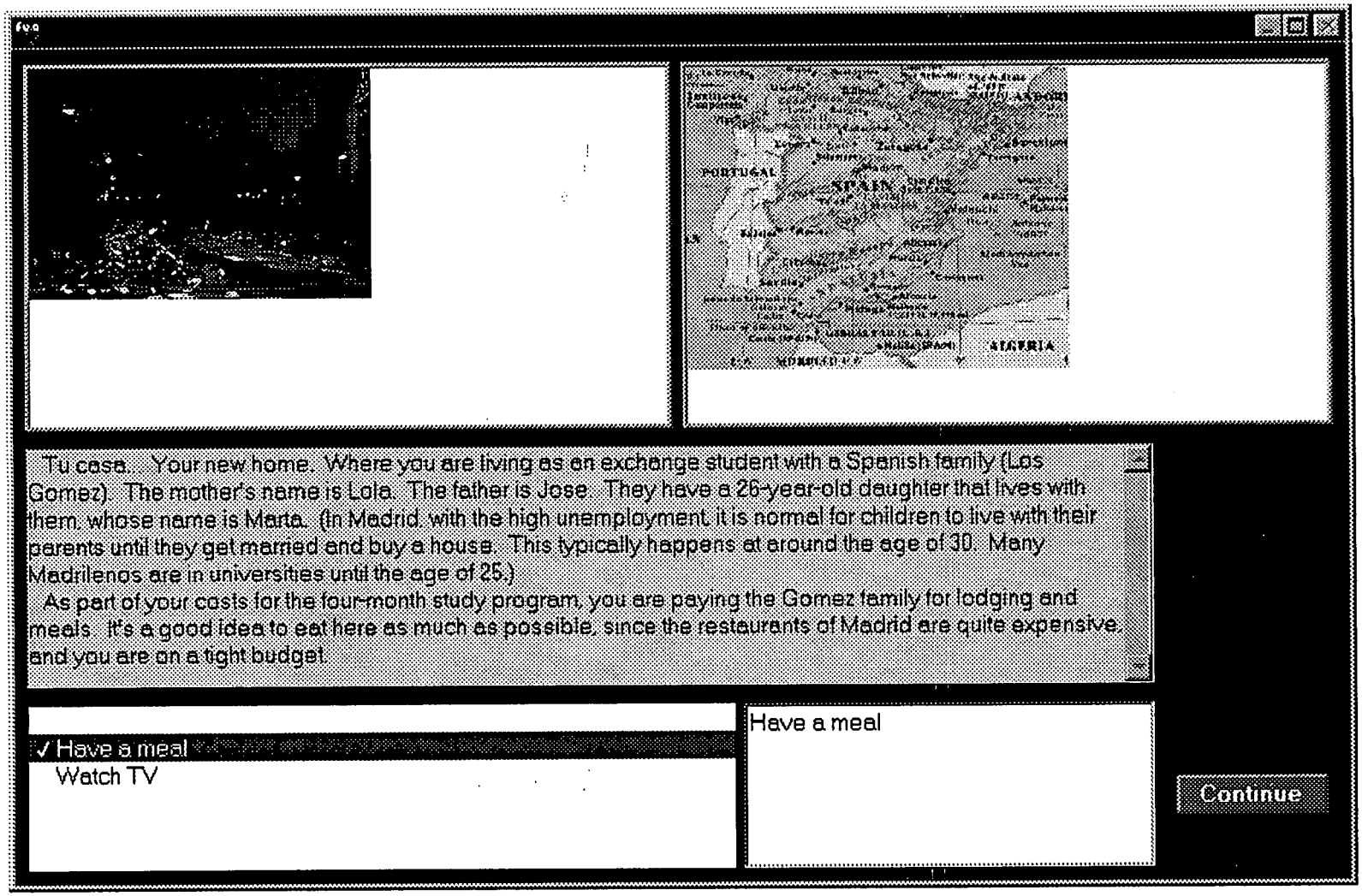
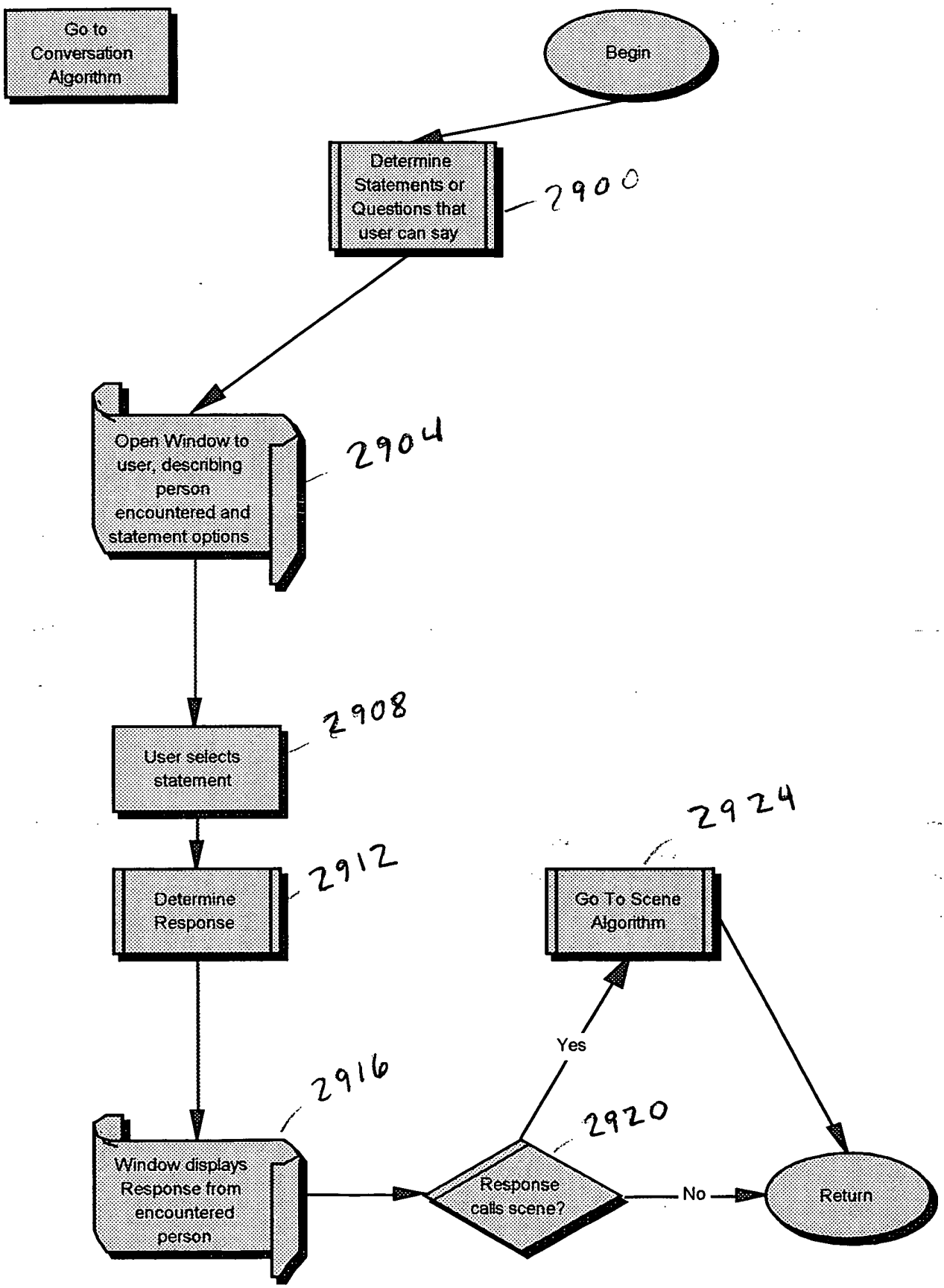

PORTUGAL
SPAIN
ALGERIA
Tu casa. Your new home. Where you are living as an exchange student with a Spanish family (Los Gomez). The mother's name is Lola. The father is Jose. They have a 26-year-old daughter that lives with them, whose name is Marta. (In Madrid, with the high unemployment, it is normal for children to live with their parents until they get married and buy a house. This typically happens at around the age of 30. Many Madrilenos are in universities until the age of 25.)
As part of your costs for the four-month study program, you are paying the Gomez family for lodging and meals. It's a good idea to eat here as much as possible, since the restaurants of Madrid are quite expensive, and you are on a tight budget.
✓ Have a meal
Watch TV
Have a meal
Continue

Figure 28



US 6,965,864 B1

Figure 30

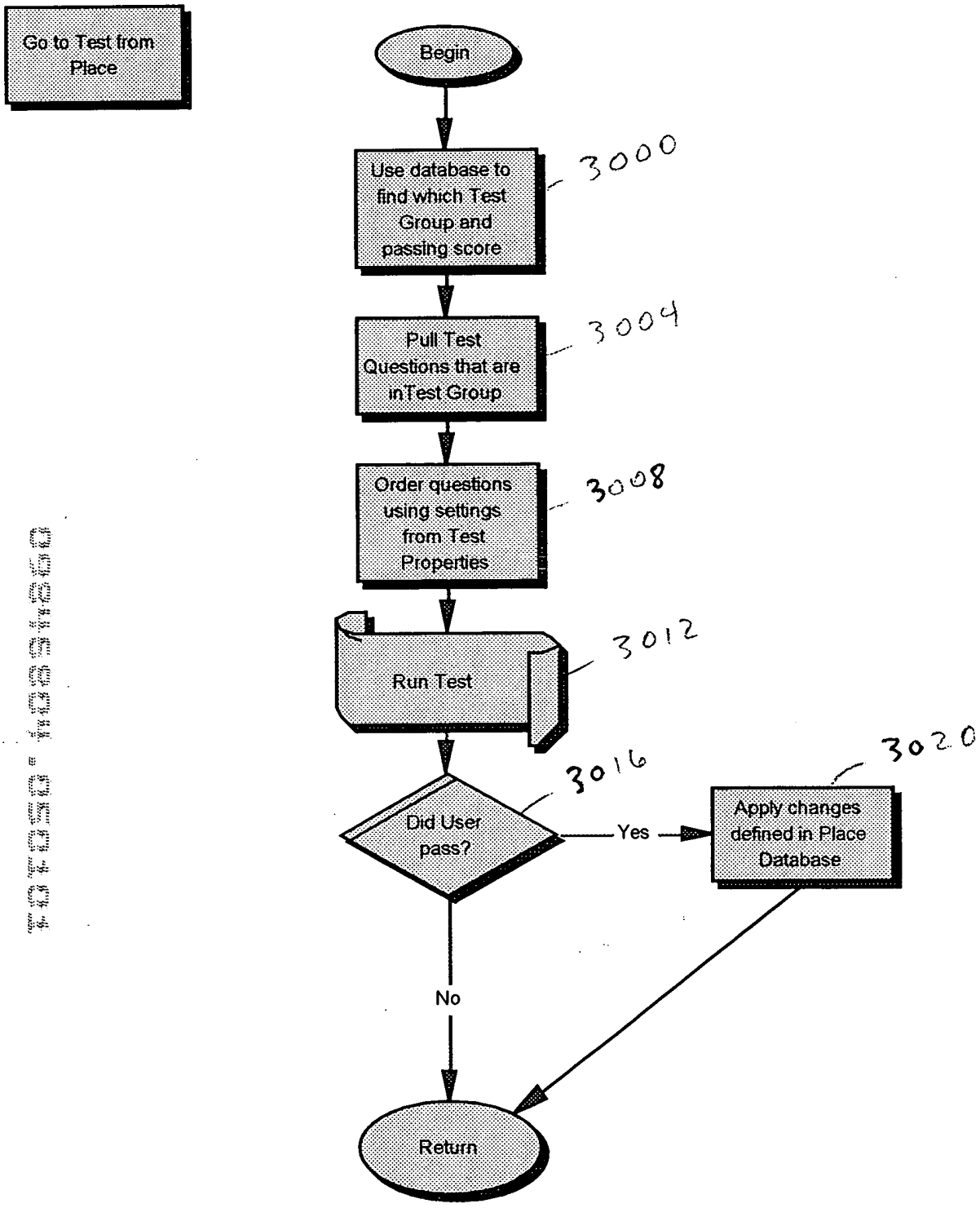

Go to Test from Place
Begin
Use database to find which Test Group and passing score
3000
Pull Test Questions that are in Test Group
3004
Order questions using settings from Test Properties
3008
Run Test
3012
Did User pass?
3016
Yes
Apply changes defined in Place Database
3020
No
Return

Figure 31

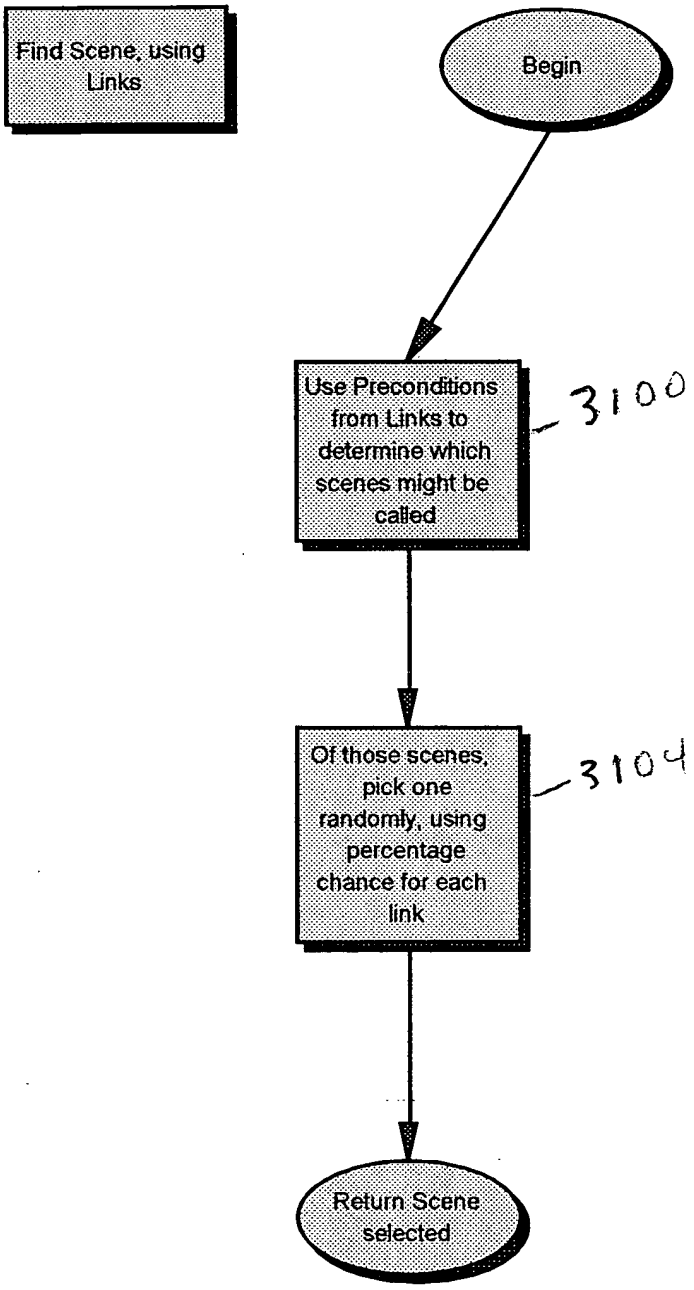

Find Scene, using Links
Begin
Use Preconditions from Links to determine which scenes might be called
3100
Of those scenes, pick one randomly, using percentage chance for each link
3104
Return Scene selected

Figure 32

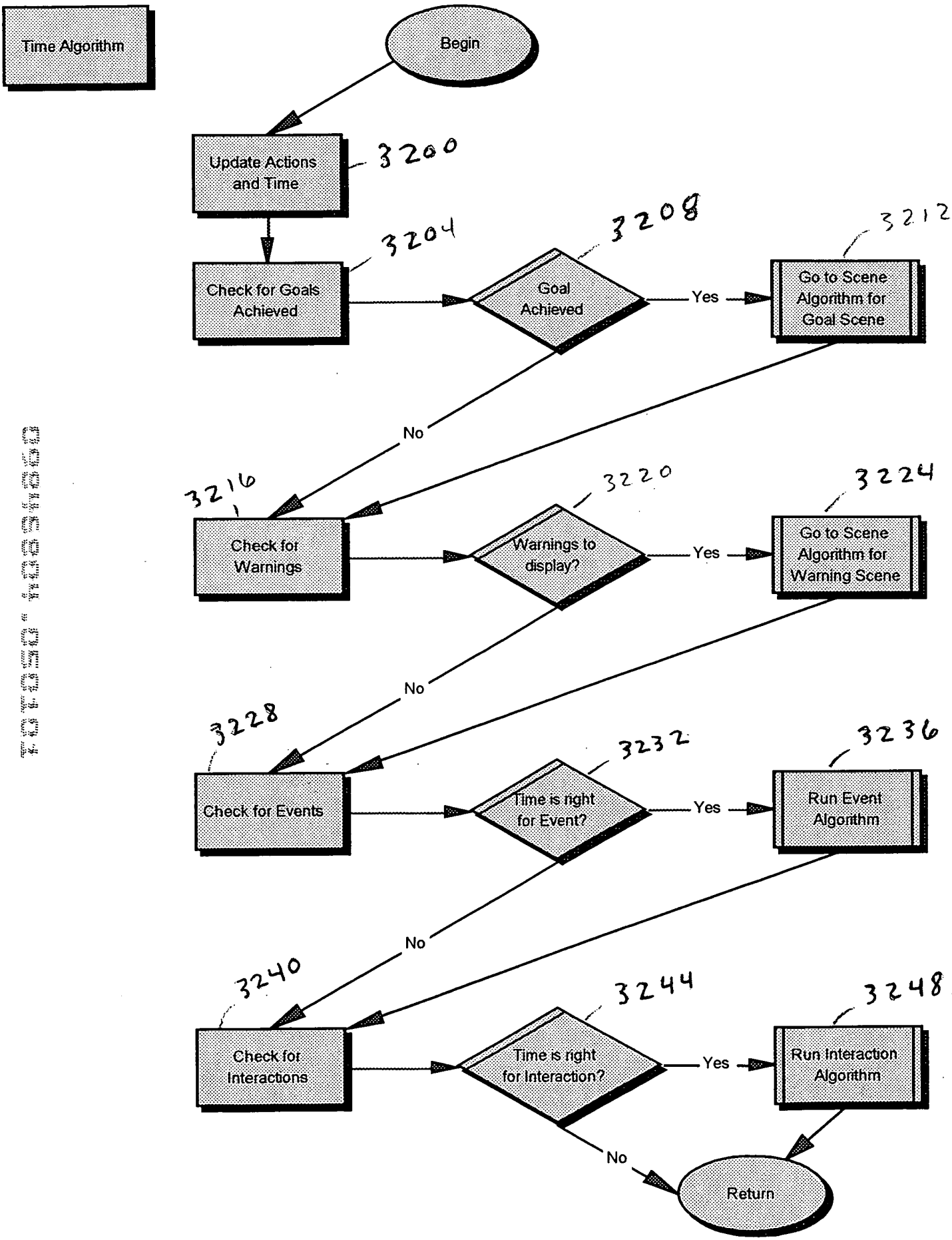
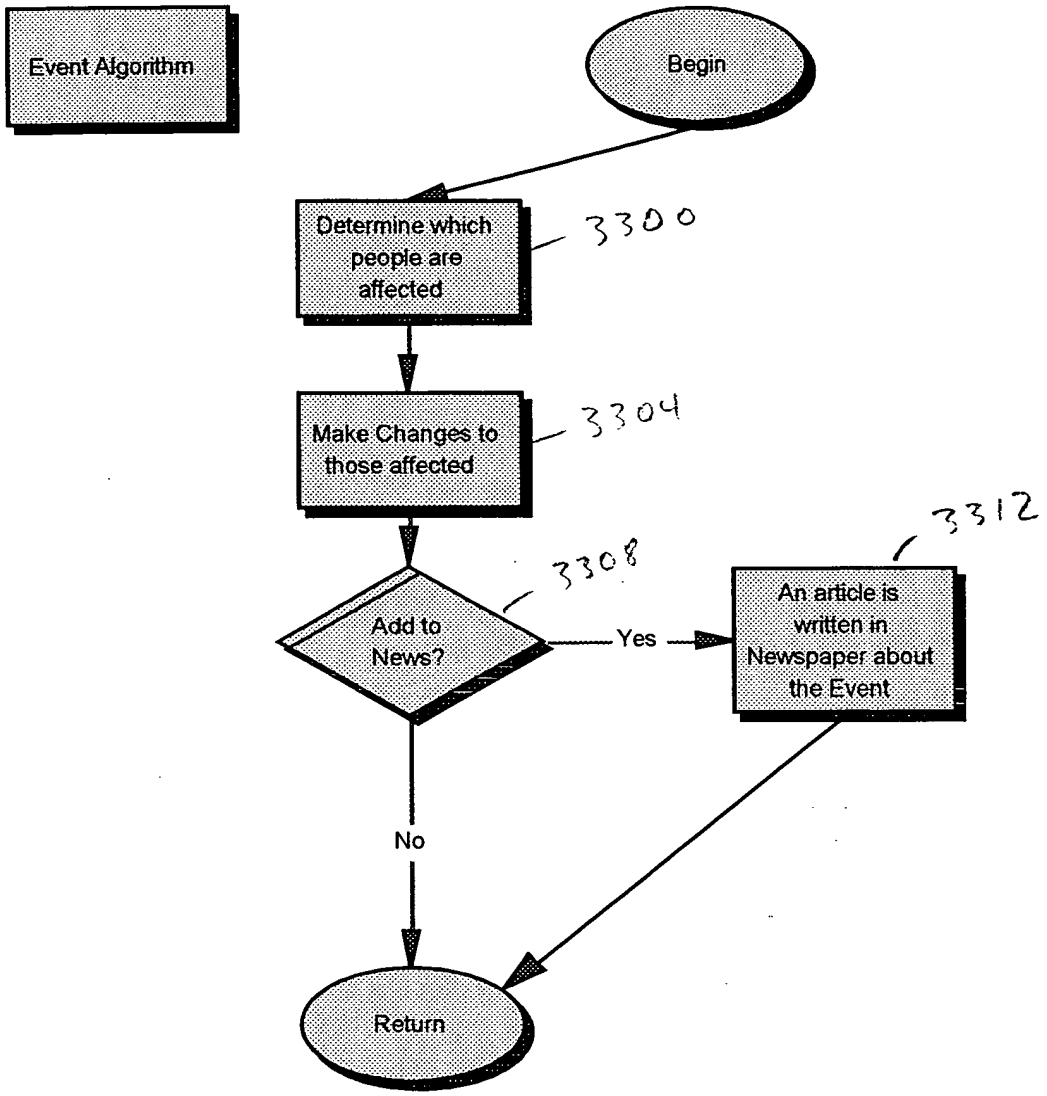

Time Algorithm
Begin
Update Actions and Time
3200
Check for Goals Achieved
3204
Goal Achieved
3208
Yes
Go to Scene Algorithm for Goal Scene
3212
No
Check for Warnings
3216
Warnings to display?
3220
Yes
Go to Scene Algorithm for Warning Scene
3224
No
Check for Events
3228
Time is right for Event?
3232
Yes
Run Event Algorithm
3236
No
Check for Interactions
3240
Time is right for Interaction?
3244
Yes
Run Interaction Algorithm
3248
No
Return

Figure 33



09595944 - 050404

Figure 34

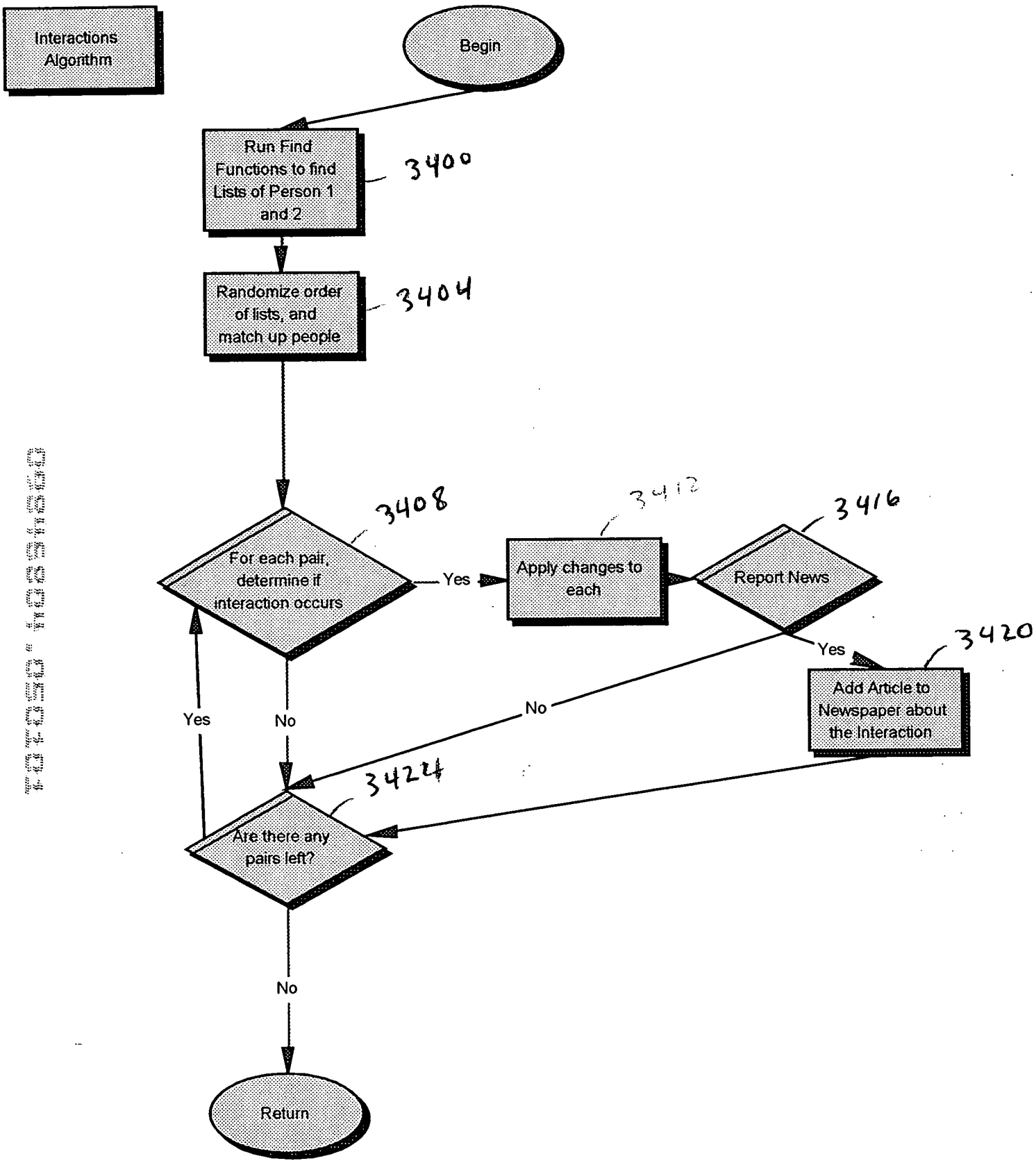

Interactions Algorithm
Begin
Run Find Functions to find Lists of Person 1 and 2
3400
Randomize order of lists, and match up people
3404
For each pair, determine if interaction occurs
3408
Yes
Apply changes to each
3412
Report News
3416
Yes
Add Article to Newspaper about the Interaction
3420
No
Yes
No
Are there any pairs left?
3424
No
Return

Figure 35

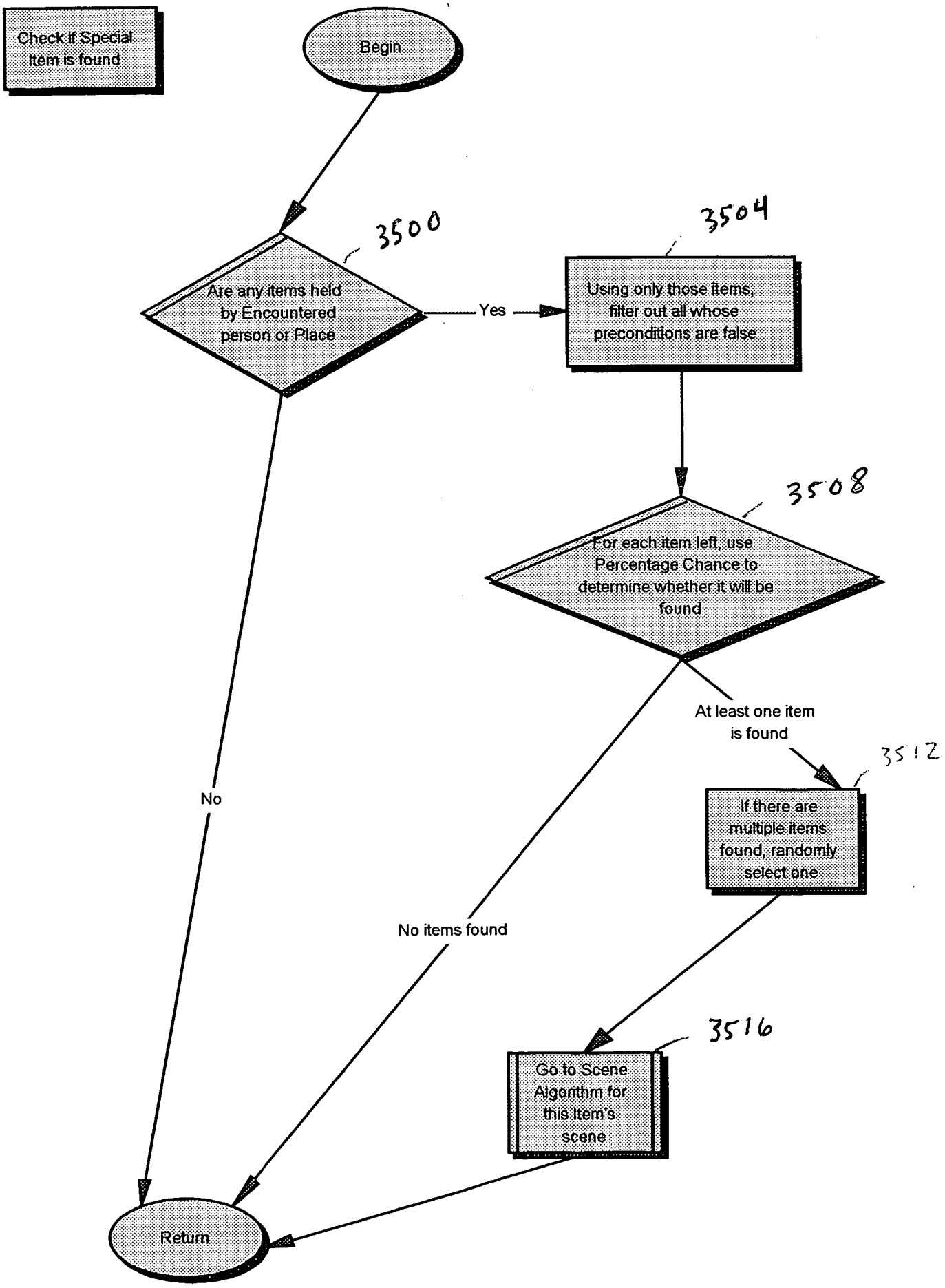
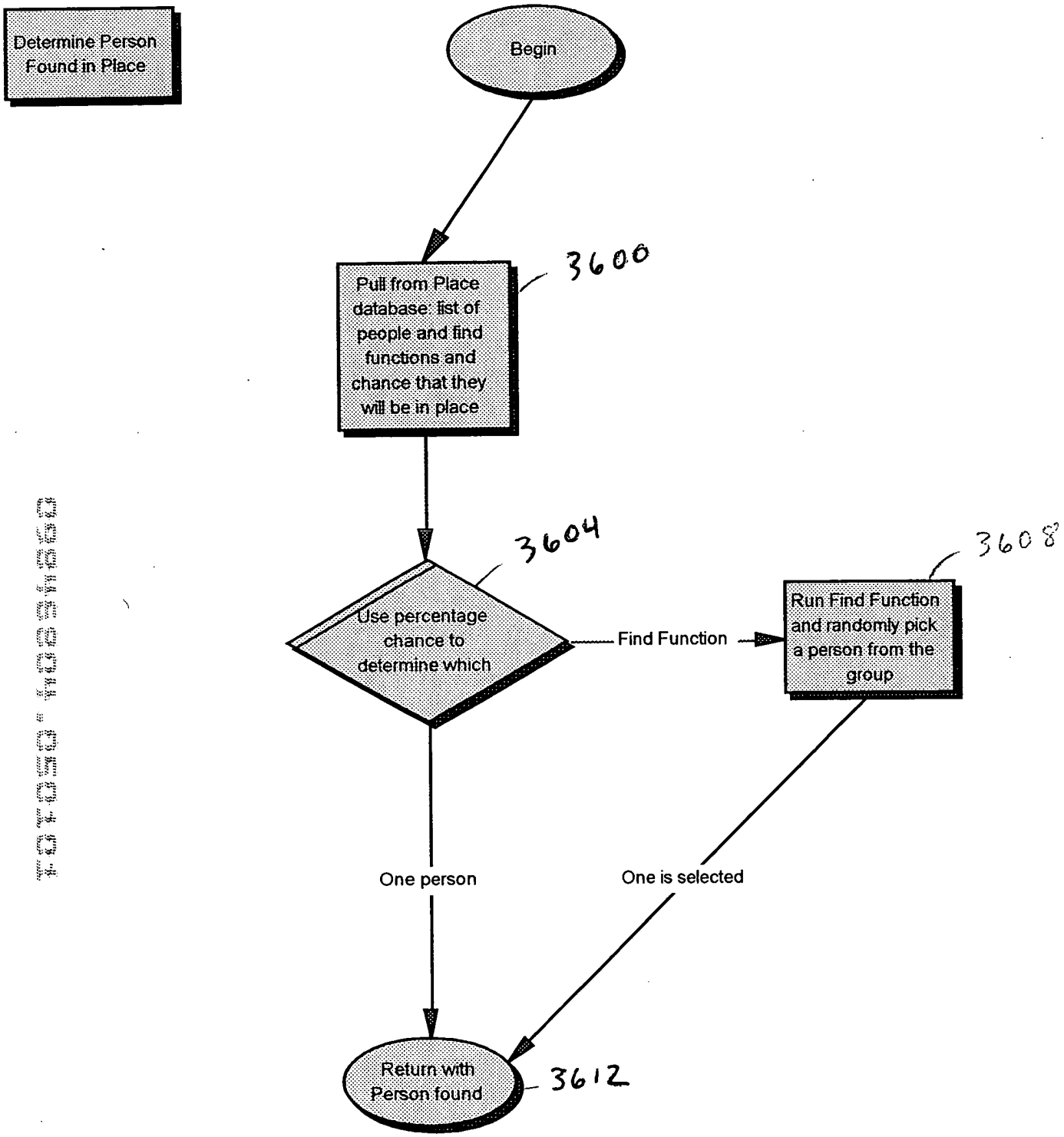
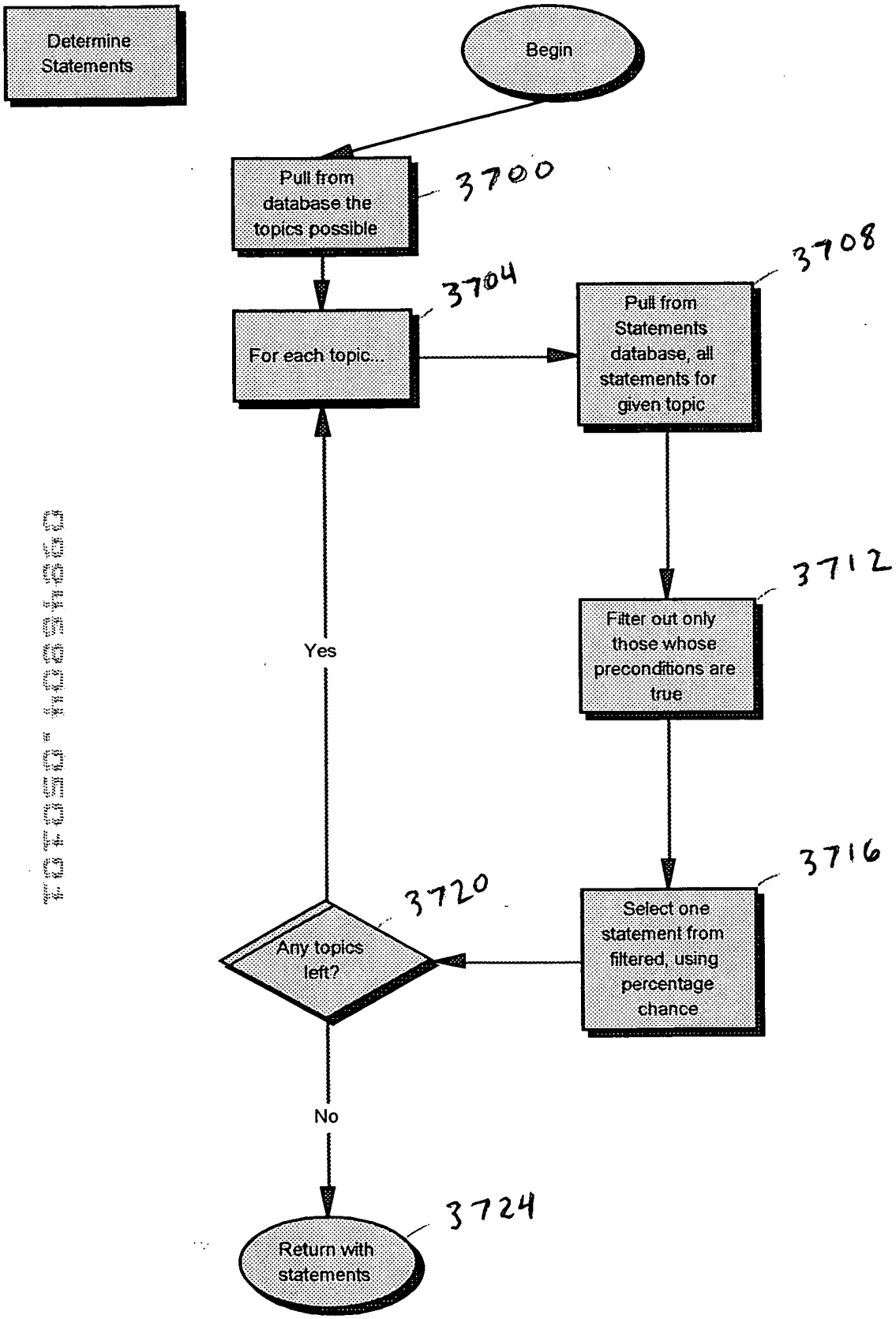

Check if Special Item is found
Begin
3500
Are any items held by Encountered person or Place
Yes
3504
Using only those items, filter out all whose preconditions are false
3508
For each item left, use Percentage Chance to determine whether it will be found
At least one item is found
3512
If there are multiple items found, randomly select one
No
No items found
3516
Go to Scene Algorithm for this Item's scene
Return

Figure 36



09045050 - 050404

Figure 37



09545004 - 052404

Figure 38

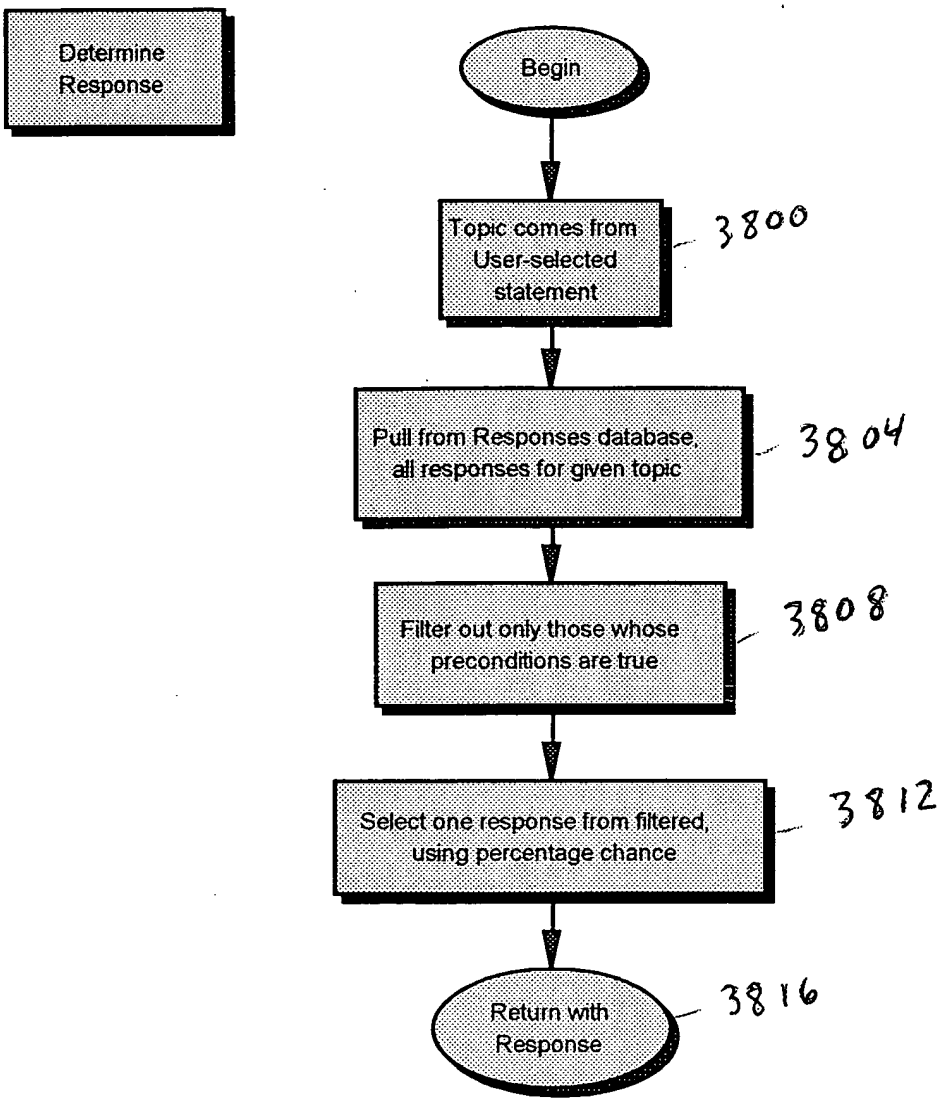


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Figure 39: Simulation DB for each object

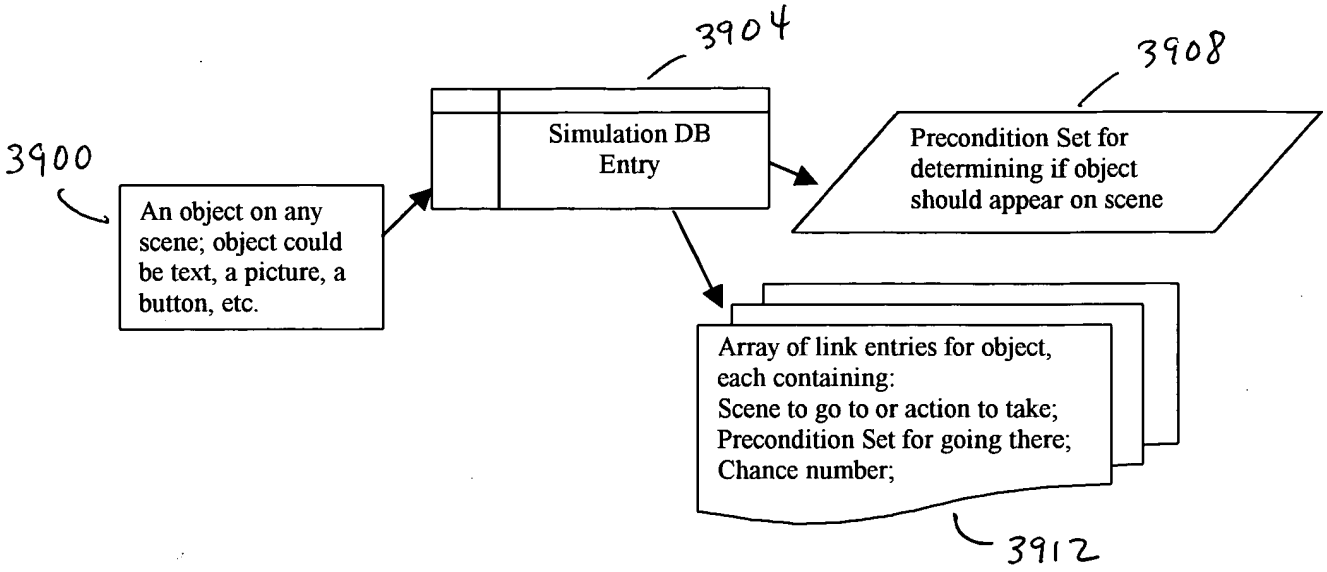

Figure 40: Precondition DB

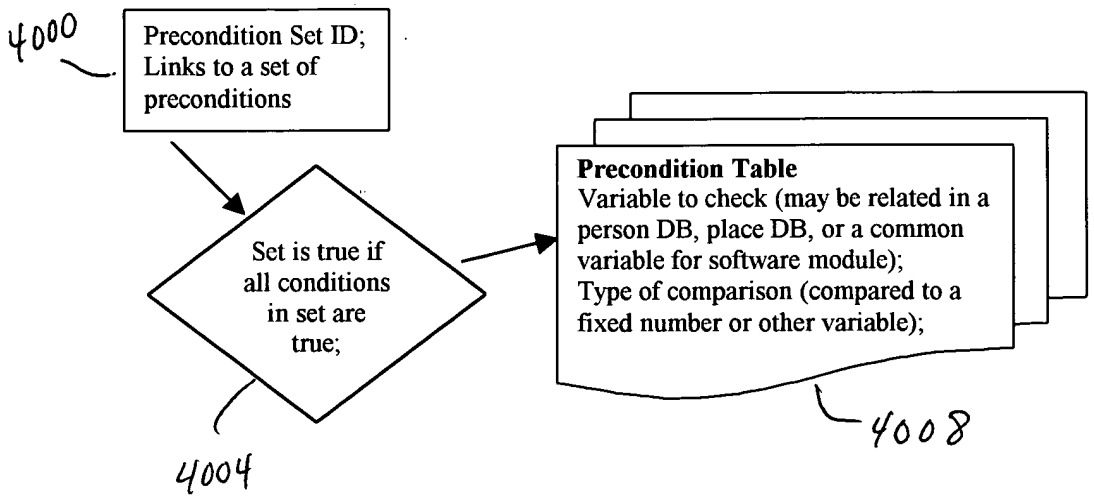
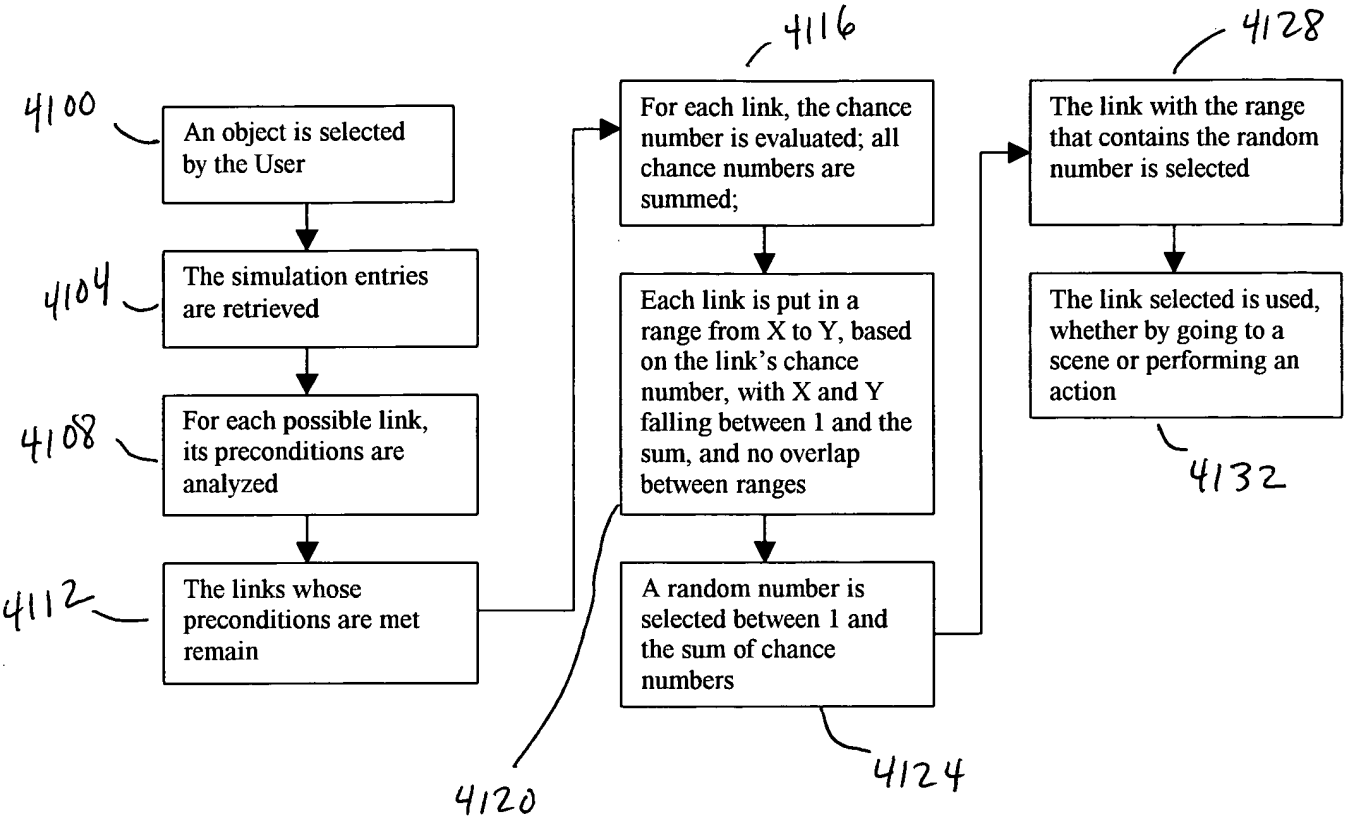
Figure 41: Chance Number Application